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AWESOME SEGA GENESIS[®] SECRETS 3

J. Douglas Arnold & Zach Meston

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From both of us:

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From Zach Meston:

Thanks to Mom for giving me more love than any son deserves. (But I think we need to talk about this new car you want...)

Thanks to Andy Eddy and Chris Bieniek at VideoGames & Computer Entertainment for allowing me the pleasure of writing for their great magazine.

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Howdy to the folks in Missouri: Granny & Grandpa and The Henke Family.

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INTRODUCTION

Here it is! The third collection of awesome strategies and secrets for all the hottest titles. If you're having trouble beating that unbeatable boss, or passing that unpassable obstacle, you've come to the right place. Each chapter explains how to complete a specific game, from the very beginning to the very end. At the end of most chapters you'll find Awesome Secrets, which include everything from secret codes for unlimited lives to special passwords and odd little tricks.

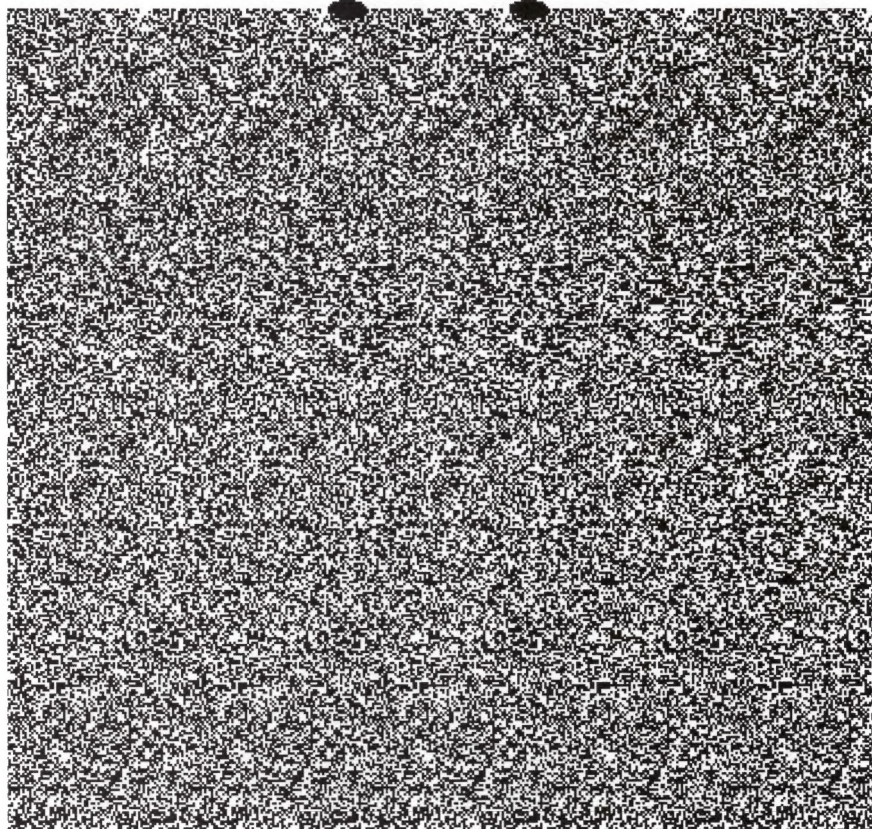
In the back you'll find an entire chapter devoted to the latest and greatest Awesome Secrets available. Secrets and tricks are included for over 40 popular games.

The fun has just begun with the Sega Genesis. Sequels to the best games are now available, including Sonic the Hedgehog 2, Streets of Rage 2, Batman Returns and John Madden Football '93. The Sega CD takes games to "The Next Level." The extra storage power of the compact disc allows for more levels and better animation sequences. Throw in CD-quality music and sound effects, plus scaling and rotation effects to reproduce the best your local arcade has to offer — maybe even better! The future looks bright.

If you're looking for more strategies and tricks, check *Awesome Sega Genesis Secrets, Volumes 1 and 2*. Volume 1 includes secrets and tricks for 38 games, plus 21 full chapters with in-depth strategies. Volume 2 includes secrets and tricks for over 50 games, plus 31 full chapters with in-depth strategies. See the order form at the back of this book for a complete list of games and ordering information. There are also two books available for the Super Nintendo Entertainment System, featuring Street Fighter 2, Legend of Zelda®, Super Mario World, and many more of the hottest SNES titles.

In closing, I'd like to end with a personal statement. Video games can improve your memory, puzzle-solving skills, eye-hand coordination and reflexes. That's okay, but please remember you should spend an equal amount of time on mind-numbing homework, eye-straining reading, and repetitive, boring chores.

"Happy Happy, Joy Joy" - Ren & Stimpy



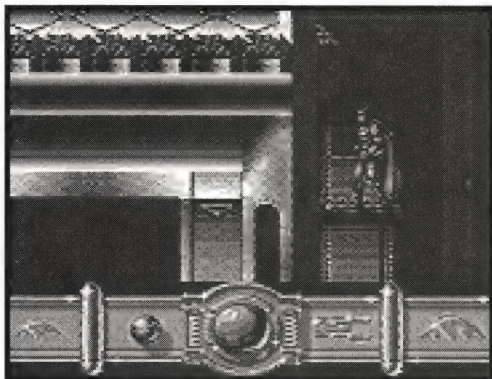
See page 292 for viewing instructions.

BATMAN RETURNS

BY SEGA OF AMERICA

Introduction

The Caped Crusader has been getting more than his fair share of video games. However, this is a worthy game by any other name. There's plenty of fighting action as you battle through four acts, each with three levels. You can only continue from the beginning of the next act you reach, so the challenge is aimed toward expert players (or very patient average players). There are several weapons and moves to master, which takes time and patience.



Batman has his full arsenal of "wonderful toys" scattered along his belt.

Awesome Strategies

- ★ It's important to **master the weapons and controls** before venturing too far into the game. There are several bosses who are easier to defeat using the special weapons on the belt (press START to see the belt). You begin the game with at least one of each special weapon, so practice throwing or using them on the first stage, then start over and practice again until you get used to them.
- ★ It's possible for Batman to remain airborne and float slowly downward, or fly upward by "flapping his wings." **To float**, hold the special weapons button as you're falling and Batman will spread his cape, or "wings," and float down. **To fly up** you must press the special weapons and jump buttons simultaneously.

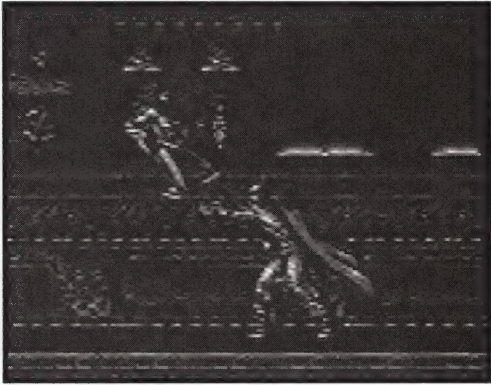


By using Batman's "wings" you can float down slowly.

Batman Returns

Act 1: Gotham City

- ★ There are three levels in this act, beginning outside on buildings, then leading into an abandoned building and finally in the museum. If you lose a life you'll continue very close to where you died, but if you continue you must begin all the way back to the beginning of the *act* you're on.
- ★ **ACT 1-1:** This is a great area to practice using the **grappling hook**. Shoot it to the ceiling above you, then press Up to climb up, or press left and right on the control pad to swing. You can also press Down to lower yourself and allow more line for swinging.
- ★ You must defeat the first boss to pass the first stage of this first act. The boss is **Catwoman**, and she's located in the top-right area of the buildings. Explore the area to find several special items and power-ups, and practice your jumps and grappling hook. And whatever you do, stay away from the lower floors of the buildings, where one wrong jump can cost you a life.

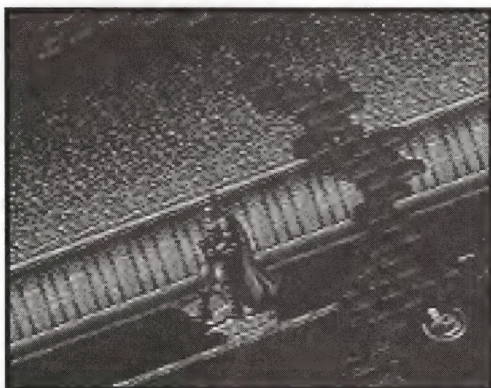
Use your grappling hook to swing from buildings, or to climb upward.
- ★ **The jesters** are mean. They attack, then leap over your head and attack from behind. Quickly punch or kick them, then duck down and turn to hit them when they land.
- ★ **Catwoman** has a fast and deadly pattern, but you can defeat her easily by making use of the two floors in this area. Punch her, then quickly jump up or down to the other floor to avoid her flip kicks. When she stops, position yourself above or below and next to her, so when she jumps to your floor you can quickly attack.

The first battle with Catwoman is easy, thanks to the two floors you can jump between.

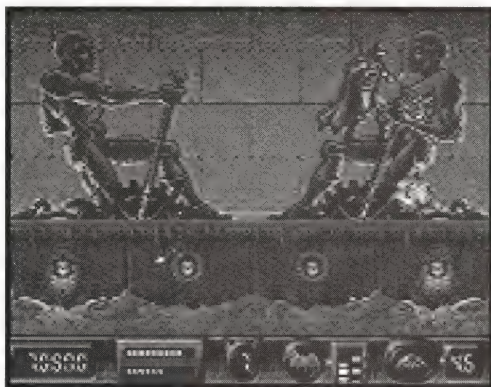
Batman Returns

her again. Repeat the pattern until you've defeated her.

- ★ **ACT 1-2:** This stage takes place in an abandoned building, which seems to be leaning slightly to the left. You want to reach the bottom right corner of this area, but you'll have to zig-zag through the floors to get there. The **steam** from the pipes have a pattern of two quick spurts, then three quick spurts. Wait until you can tell where it is in its pattern, then jump past it between spurts.
- ★ The **unicycle clowns** shoot an arc of bullets your way. As they roll towards you, duck and kick to knock them down. If they're shooting, stay down and wait for it to stop, then attack.
- ★ On the third floor down there are **large gaping holes** in the floor. You'll need to have both the grappling hook and wings mastered to safely pass this floor. Jump to the left, then flap your wings as you guide yourself to the next board in the floor. If you fall through you'll land on spikes. Quickly and rapidly jump left while attempting to grab the boards above with your grappling hook. There's a **1-Up** below the last board, which you can grab by dropping and using the grappling hook (it ain't easy!).
- ★ **The boss** is to the right of the fourth floor. Two large statues pull levers that shoot gears into the air in an arc. The heads of the statues also shoot fireballs. There's a pattern, so watch for it. A gear will fly out the moment the lever is pulled back. After pulling the lever twice, the head will spit three fireballs, then repeat with pulling the lever. You must punch the head of



On the third floor of the abandoned building you'll need to use your wings and hook.

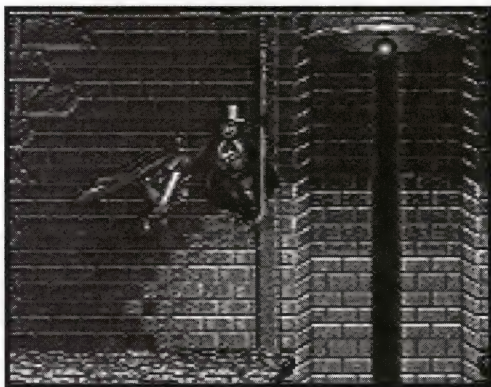


The first boss is two large statues. Stand on their legs while punching their heads.

Batman Returns

each statue to destroy it. Jump to the leg of either statue and punch rapidly, jumping to avoid the gears when either statue pulls the lever. Concentrate on one statue at a time. Once you have one statue defeated, remain on its leg and turn toward the other statue. Continue to jump over the gears, then throw Batarangs at the head rapidly until it's defeated.

- ★ **ACT 1-3:** This stage is in a museum. You must climb up the floors to the top-right, avoiding difficult-to-see **holes in the floor**. Move forward slowly, attacking each enemy as it appears so you won't have to fight two at once. Many of the holes are hidden behind poles, so jump past all of the poles to be safe. Watch for **gargoyles** to attack from above, which appear to be harmless statues. When the jester with the machine gun attacks, jump towards him and punch rapidly. When the other characters jump towards you, duck and kick rapidly.
- ★ When you reach the top floor of the museum you'll be in a room of platforms and stained glass. There are lots of gargoyles in this room, so climb slowly. There's a **1-Up** to grab to the far right. Climb up the right set of platforms to the top, then jump right and float with your wings. Quickly float back to the left to avoid falling in a hole below.
- ★ After climbing the platforms you'll reach a floor with two gargoyles. Kill them, then ride up the **elevator** to the Penguin. Quickly jump off the elevator when you reach the top (it crumbles away).
- ★ **The Penguin** floats up and down using his umbrella. Stand below him and slightly to the left or right, then jump and rapidly punch as he comes down towards you. If you jump and punch rapidly enough you should defeat him with plenty of energy left.



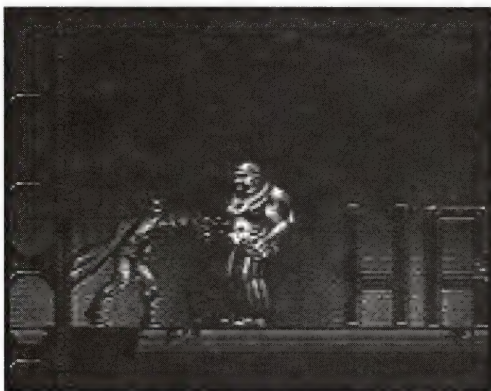
Stand below the Penguin, then jump and punch rapidly as he floats downward.

Act 2: Shreck's Wonderland

- ★ **ACT 2-1:** Use high kicks to knock out the motorcyclists, turning quickly as they pass you by to prepare for a rear attack. It's a short trip to the first boss of this act, but he's also the toughest boss of this act.
- ★ **The boss is a strongman**, and fighting him can be very frustrating.

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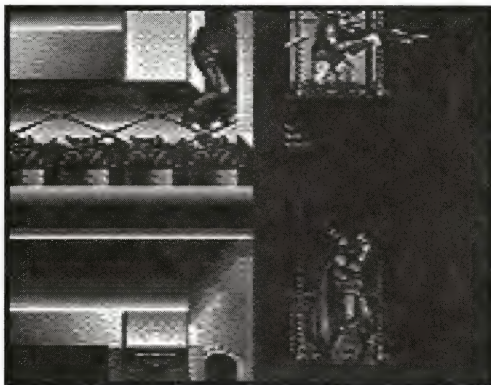
The **heart power-up** will only appear once — if you take it now and lose a life, it won't come back. If you leave it, however, and lose a life, it will still be here next time. The best strategy is to leave the heart until you need it. If you're low on energy you may be better off letting the life go. Stay on the ground floor and walk back and forth while avoiding objects thrown



Save the heart power-up until you need it. Lure the strongman to one side, then run and climb.

by the boss. Lure him to the far right, then quickly run and leap to the left (avoiding the heart) until you're below the hole in the roof on the left. Use the grappling hook to pull yourself up through the hole, then rapidly punch the boss. If you get low on energy, drop down through the hole and grab the heart, then climb back up. Always lure the boss to the other side of the building before attempting to climb up, or he'll knock you back down.

- ★ **ACT 2-2:** Use jumps to land yourself near the enemies for a quick punch, then jump away and repeat. When you see the **knife-thrower**, duck, then step forward between knives and kick low.
- ★ Ride halfway up the **escalator** (to the point where it crosses), then jump to the right to land on the other escalator.
- ★ As you climb up the **second elevator shaft** you'll have to deal with a jester and a rollerskater at once. Select the Super Seeking Batarangs (far right on the belt) to knock both enemies out before climbing up. We couldn't get up without using the Batarangs, so be sure to save one for this area.
- ★ The boss for this stage is **Catwoman**, only now you'll have to fight her without the benefit of two floors. She moves and



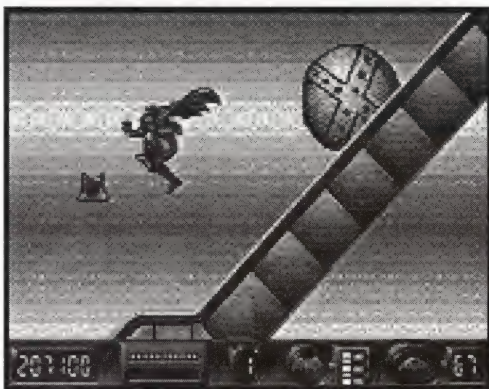
As you climb up the second elevator shaft you'll need Super Seeking Batarangs.

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attacks quickly, making this a very difficult battle. Use jumps to move toward and away from her quickly as you attack. Also try ducking her flip kicks. It seems impossible to avoid taking plenty of hits, but the goal is to inflict more pain on her than she inflicts on you. This is also a good time to put your Batarangs to use.

- ★ **ACT 2-3:** After you beat Catwoman you'll be threatened by a **very large steel ball**. You must run down zig-zagging escalators while staying ahead of the ball. Use jumps to move faster. On your way down the first escalator make a jump left near the bottom to grab an extra life. As you leap off the last escalator, be sure to miss the hole directly below (you want to go to the left).

- ★ **Penguin** will meet you on the bottom floor. His pattern is very similar to the first battle, only this time he'll have a new weapon. He throws large saw blades. Watch them carefully to judge if they're going to come at you high or low, then duck or jump accordingly. During the rest of the fight, stay below him as he lowers down, then jump and punch rapidly.



You'll be chased by a large steel ball down several escalators before fighting Penguin.

Act 3: The Red Triangle Circus

- ★ **ACT 3-1:** Duck down to avoid the **flamethrower's** fire. Carefully take steps forward between flames, then low kick him. Don't jump into the hole! Instead, climb up the wall to the left of the cage and climb over it.
- ★ As you ride up the first **ferris wheel**, jump up and left to grab an **extra life** (use your wings to float to it). Use Batarangs



Grab this 1-Up on the first ferris wheel.

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to knock out any enemies you can't reach while riding the wheel. When you jump off the second wheel, float to the right all the way down to avoid a gaping hole below.

- ★ The moment the **clowns** jump out of the **mirrors** they'll drop a bomb. Leap backwards to avoid its explosion, then leap forward and kick the clown. After the row of mirrors is something that looks like a **clown on TV**. A punching glove pops out of the left side. Approach slowly and duck, then stand and punch it.
- ★ **ACT 3-2:** Next is a rope leading up to the **trapeze**. Punch the **demon** to get to the heart behind him, then climb up the rope. The demons will shoot flames through the safety net's center, so jump as you cross to the right. The higher demons on the swings are tough to reach, so concentrate on punching or Bataranging the lower demons while standing in the net. After sliding down the rope you'll be attacked by one more demon, followed by a motorcyclist.
- ★ The boss is next. It's a **pair of clowns on unicycles**. Move to the top level quickly, then duck and low kick left and right to knock out the clowns. This is the easiest boss(es) in the game.
- ★ **ACT 3-3:** Duck and kick the **sword swallowers**. A **heart** is located on the third car, but fight the next enemy before grabbing it unless you desperately need it. On the fifth car are **white blocks that pop up** and throw you when you step on them. Jump to the edge of the car, then jump and float over the first block to land before the next one. Jump and float again to clear the second block.
- ★ **The boss** on the engine of the train is a friend of the Penguin. He swings a shovel. You must avoid the shovel and two flames while attacking him. Use rapid punches (as quickly as you can hit that button!), while throwing in a few special weapons from a distance.



The boss of Act 3-2 is a pair of clowns on unicycles. Climb to the top and use rapid low kicks.

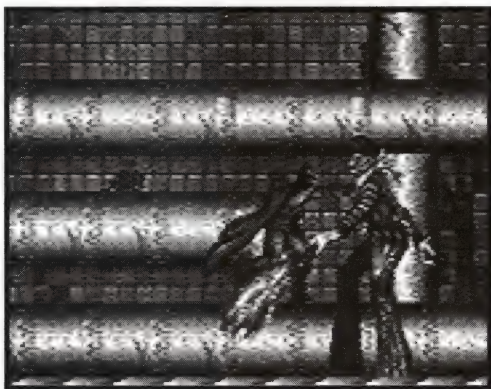
Act 4: Into The Sewers

- ★ **ACT 4-1:** The **green fluid** won't hurt you, but it will push you. Jump to fight the current of the fluid, and watch out when the current

Batman Returns

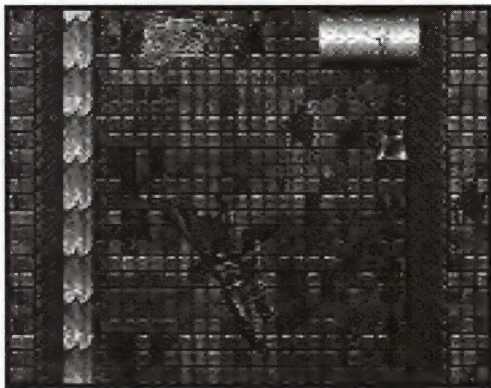
changes direction below the pipes. Work your way down to the bottom of this area, then continue working to the right and up. When you go back down, toward the right, you'll meet the boss.

- ★ **The boss** is below a pipe, breathing flames up at your feet. There's a **large heart** to the left, and a **small heart** above, but don't grab either until you need it or it will be wasted. Avoid the boss's flames, which shoot across the ground, then jump down two pipes and begin your attack. He'll disappear, then appear behind you on the other side of the screen. Use Batarangs when he's out of your reach. When he's within reach, use very rapid punches and kicks.



The flamethrowing boss can be attacked with punches up close and Batarangs from afar.

- ★ **ACT 4-2:** There's a long corridor leading downward on this stage with plenty of **1-Ups**. Go to the right and jump against the wall, then fall down and through the hole at the bottom. As you fall down the long corridor, watch for **yellow pipes** along the right wall. Use your grappling hook to grab the pipe and swing to the 1-Up below it, then continue down to the next pipe.



As you fall, attach the grappling hook to the yellow pipes and swing to grab the 1-Ups.

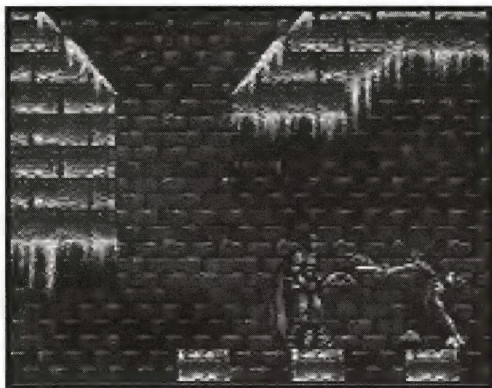
- ★ **ACT 4-3:** In the next area, stay away from the **toxic green fluid** along the bottom floor by climbing up whenever possible. When you reach the right wall, watch for a ledge with an **organ grinder** clown.
- ★ Here comes the **Penguin** again. Jump to the bottom right and beat him up, then destroy his sewage cannon with low kicks. This time the Penguin uses his umbrella as a gun. He'll fly around looking for a safe roost, then pull the umbrella and fire away. Dodge the bullets, then

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attack him when he's flying. Better yet, use your Batarangs to attack him safely from a distance.

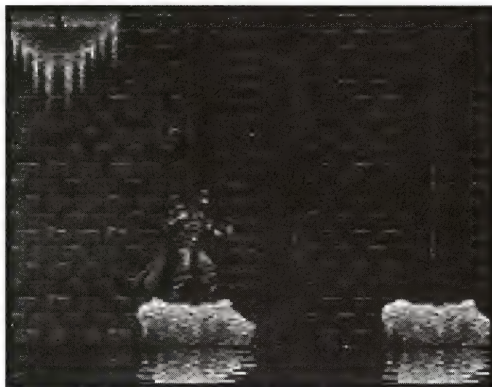
Act 5: The Penguin's Lair

- ★ **ACT 5-1:** We don't know about you, but our least favorite obstacle in platform games is **ice**. There's plenty of it on this act, making the controls you've mastered seem difficult to use. The bottom floor brings instant death to Batman, so climb upward as much as possible. There are several items in the walls, in plain view, which you can obtain by jumping through the wall. Watch for blocks that shake, which either means it's going to flip over and dump you, or collapse and drop you. Go to the far right and work your way down to find platforms above the ice cold water. You'll need lots of Batarangs and Wing Power, so save it up for this area.



It's tough to find the blocks above the ice cold water. Watch your step or you'll freeze.

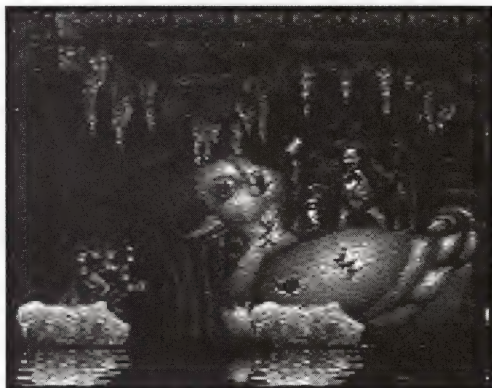
- ★ **ACT 5-2:** In this area you're on **floating blocks of ice** moving to the right. Jump to the right along the blocks, using your wings to float and your grappling hook to swing forward. When the background becomes darker you're entering the next room.
- ★ **The Penguin** is a two-parter boss (actually you've already fought him several times, but we're only counting this final encounter). During the first part he sits on his giant yellow rubber duck, sending penguins with jet packs your way. Before you float over to him,



Keep floating and moving forward along the blocks of ice until the background is dark.

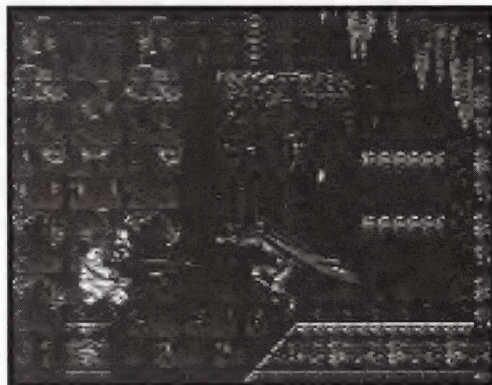
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practice jumping from block to block toward the left. You'll need to master this skill because you must keep jumping backwards away from the Penguin while fighting him. The trick is to float towards the duck and rapidly punch it a few times, then jump back a block or two and repeat the pattern. Don't worry about the jet-packed penguins, the ice cold water is your biggest threat.



To stay out of the freezing water you must jump back along the floating blocks while fighting.

- ★ Once you defeat the duck, the Penguin will take off up a corridor to his final lair. Keep jumping backwards along the blocks until you reach the pyramid of green blocks, then climb up and jump onto the platforms that come out of the walls. Climb rapidly or you'll fall back down to the bottom as the platforms retract into the walls.
- ★ This time the **Penguin is in his pajamas**. The water is still dangerous, so stick to the platforms. As you hit the Penguin you may notice his energy bar (the yellow one) diminishing. Don't be fooled, because even if you take away all of his energy you still won't kill him unless you also destroy the **power generator** to the right. Jump to the lower of the two platforms next to the power generator, then kneel down and punch as rapidly as you can. Also try jump-kicking and punching the generator. You can attack either the generator or the Penguin first, but the generator has no energy bar. By destroying the generator first you'll be able to tell how much longer you need to survive while fighting the Penguin.



You must destroy both the Penguin and his power generator.

BATMAN: REVENGE OF THE JOKER

BY SUNSOFT

Introduction

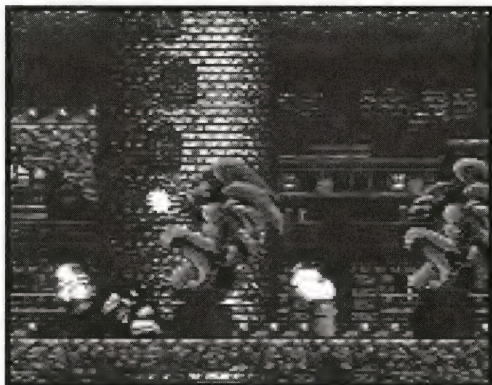
Here's the whole confusing story. About four years ago, Sunsoft came out with an 8-bit NES game entitled *Batman*. (It was based on the hit movie.) Last year, they released a sequel, *Batman: Return of the Joker*. (This had nothing to do with the movie *Batman Returns*; it was just a sequel to the video game.) Sunsoft decided to convert their sequel to the Genesis, but they renamed it *Revenge of the Joker* so that it wouldn't be confused with Sega's own game, *Batman Returns*, which is based on the movie. Got it? Good. *Revenge of the Joker* reunites the Caped Crusader with his old rival in a seven-level game filled with bad guys, varied obstacles, and plenty of power-ups.



*The Caped Crusader makes yet another video game appearance in *Revenge of the Joker*.*

Awesome Strategies

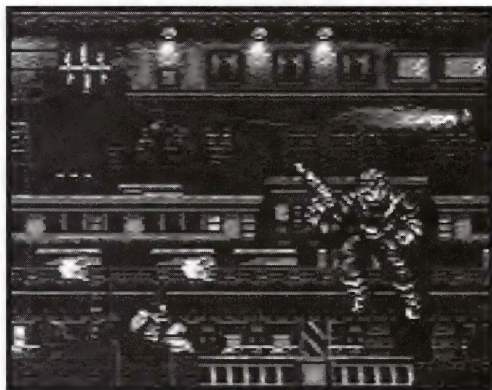
- ★ If you **shoot and then jump**, there's a short lag time, *unless* you press the controller in a direction when you jump.
- ★ **Don't leave Batman standing** next to an obstacle or he might "strike the pose," leaning forward into a laser beam or other dangerous item. Press down on the control pad when you're standing still and Batman won't lean.
- ★ **LEVEL 1-1:** Use the **Batarang** (B icon) inside the cathedral to shoot the enemy thugs on the ledges, then pick up a



Slide up to the statues at the end of Level 1-1 and shoot them before they shoot you.

Batman: Revenge of the Joker

Sonic Neutralizer (N icon) at the top of the cathedral before you go outside. There are two ways to destroy the three statues at the end of the level. Approach them slowly and blast them with the Neutralizer, or slide up to their bases and shoot them before they can shoot at you.

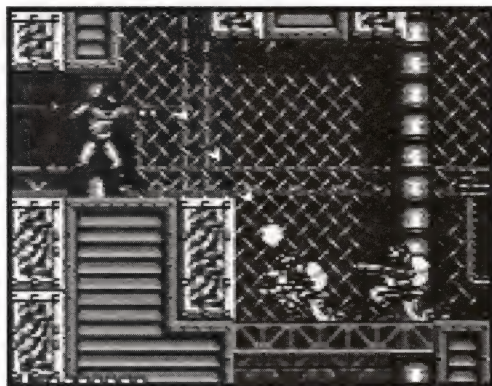


Slide under the Mad Bomber's bullets and blast him from behind.

- ★ **LEVEL 1-2:** Stay on the far left side of the screen to avoid the **Zeppelin's bombs**, and use the Neutralizer to clear a path in front of you.
- ★ **LEVEL 1-3:** For the **first boss** in the game, the **Ace Bomber** is nasty! Stay on the left side of the screen and shoot the Bomber from a distance. When he jumps at you, slide to the other side of the screen. You should also slide when the Bomber shoots at you, because you can't jump over the bullets or duck under them. Sliding is the only way to avoid them. When the Bomber uses his radio, three flying robots come onto the screen. If you're on the left side of the screen, you can shoot the robot above you and then continue shooting at the Bomber. If you're on the right side of the screen, you might get hit by one of the robots before you can react, so watch out! Keep shooting and sliding until the Ace goes up in flames.

- ★ **LEVEL 2-1:** Get the **Batarang** at the start of the level and keep it for the duration. You'll need it against the flying enemies and the **two well-armed thugs** at the end of the level. Be careful as you jump onto the moving platforms. You have to duck underneath the wall above the last platform in the level.

- ★ **LEVEL 2-2:** Stay on the far left side of the screen and use the **Batarang** (B icon) to wipe out the oncoming enemies. Move

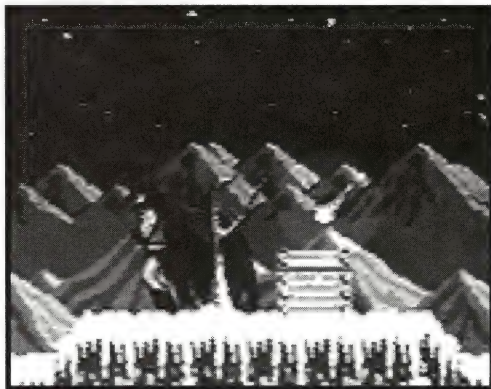


The Batarang's the best weapon to use in Level 2-1, particularly against the thugs.

Batman: Revenge of the Joker

up or down only to avoid the spike balls.

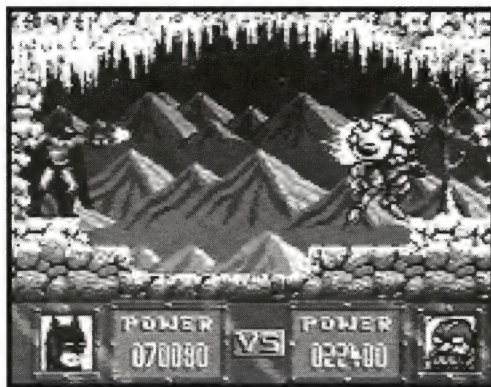
- ★ **LEVEL 3-1: Rockets** fall from the sky at certain points in this level, causing you massive damage if you get hit. When you hear a rocket, walk left to avoid being hit. Use the **Crossbow** in this level to eliminate the tornado-throwing bad guys with one shot. Look closely at the **bridges**; there are holes in them, and you can only stand on the logs.



Listen for the sound of the rockets in Level 3-1 and walk left to avoid the explosion.

- ★ **LEVEL 3-2:** In the first part of the level, watch the top of the cave for **dark gray rocks**. These rocks fall down at you when you get close. Walk to the left to avoid them. Get the **Crossbow** at the start, because it's the most useful weapon inside the cave, and against the boss in Level 3-3. In the second part of the level, there are a few ledges that it's safer to walk off than to jump off. (You should also walk onto the floating platform at the end of the level, even though it looks like you can't.) If you try to jump and your timing is poor, you'll hit the spikes on the ceiling.

- ★ **LEVEL 3-3:** The key to beating this **boss** is to outmaneuver him. When the battle begins, jump onto the ledge on the far left side of the screen. You'll take a hit from the Minedroid's lasers, but it will be the only hit you'll take. Shoot the droid as it flies toward you. When it lands, jump over it and move onto the ledge on the far right side of the screen. Turn around and shoot the droid until it lands, then jump over it again. Keep repeating the pattern until the Minedroid blows up.



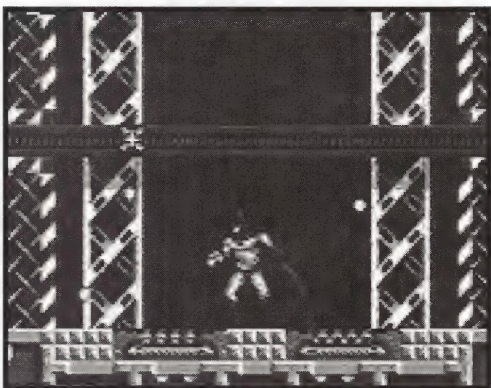
Jump behind the Minedroid and shoot him in the back. It's cheap, but it works great.

- ★ **LEVEL 4-1:** Shoot as many of the flying enemies as you can. Each one

Batman: Revenge of the Joker

of them you shoot drops an Energy Capsule.

- ★ **LEVEL 4-2:** Use the **Batarang** (B icon) in this level, and keep it throughout. You'll need it against the boss in Level 4-3. There are two **moving elevators** in the level. On the first elevator, stand on the middle ledge and dodge the bullets from there. Two thugs will drop onto the first elevator, on the right side, then the left side. Jump over their bullets and return fire. On the second elevator, stand on the far left side and walk to the right to dodge bullets. Two more thugs will fall onto the elevator, on the left side, then the right side.



Stand in the middle of the first elevator, then stand on the left side of the second one.

- ★ **LEVEL 4-3:** Move to the far left side of the screen, turn right, and shoot the Batarang as fast as you can. If you don't have the Batarang, you have to jump and fire to hit the **CPU** at the top of the screen. By staying on the far left side, you'll avoid the two diagonally-firing lasers. You'll be hit by the **CPU droids** that come onto the left and right sides of the screen, and the Batarang will be distracted by them, which means the CPU will get off a few shots. Even so, the Batarang will destroy the CPU before you're in danger of losing a life.

- ★ **LEVEL 5-1:** Yikes! Just when you thought you were cruising, along comes this super-tough level. The key to survival is memorizing where the **divers** jump out of the water, and getting the **Batarang** (B icon) from the first crate in the level. This way, you can shoot ahead of you and the Batarangs will hit the divers as they jump out of the water. If you're more defensive-minded, you can try to



Remember where the divers leap out of the water and blast them with the Batarang.

Batman: Revenge of the Joker

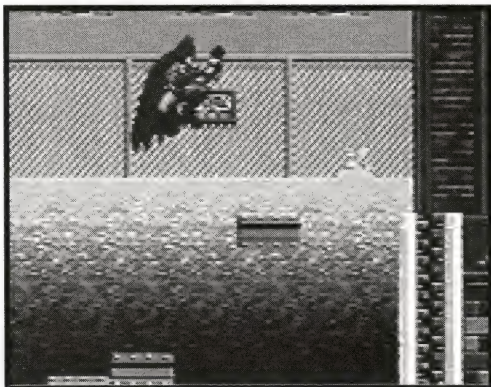
duck under the bullets that the divers shoot at you.

- ★ **LEVEL 5-2:** This one's just like Level 2-2. Get the **Batarang** (B icon) and stay on the far left side of the screen, shooting rapidly. Move up or down only to avoid enemy fire.

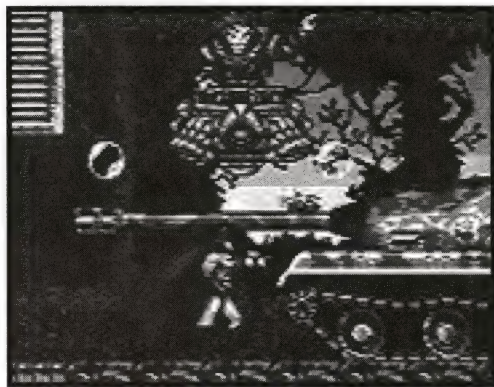
- ★ **LEVEL 6-1:** Get the **Crossbow** (C icon) from the first crate. There's a cluster of **laser beams** about halfway through the level. Slide past the lasers to take the least amount of damage. The **silver platforms** after the lasers collapse after you touch them. Jump quickly across the platforms so you don't fall. Arm yourself with the **Batarang** (B icon) before the end of the level, because you can't get a weapon in Level 6-2 and you need the Batarang against the Joker in Level 6-3.

- ★ **LEVEL 6-2:** Walk slowly to the left so that you're right next to the **mad bomber**. Shoot the bomber with the Batarang as he pops out of the tank, and jump over the spiked balls as they fall to the ground.
- ★ **LEVEL 6-3:** The **Joker** doesn't move in a predictable pattern; he just flies around the screen randomly and throws bombs so quickly that it's almost impossible to dodge them. Stay on the left side of the screen and keep shooting the Batarang while you dodge as many bombs as you can. Without the Batarang, you have to jump and shoot the Joker, or start over from Level 6-1 and make sure you get the Batarang next time.

- ★ **LEVEL 7-1:** In the first part of the level, there are **four waves of robots** that attack when you reach a certain point. Three of the waves pass over you, but the fourth wave comes from the top



Slide through the laser beams halfway into Level 6-1, then jump across the silver ledges.

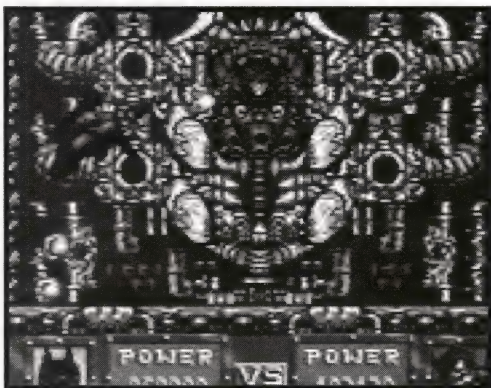


Stay on the left side of the screen in Level 6-3 and dodge the bombs while shooting.

Batman: Revenge of the Joker

of the screen and has to be avoided completely. Stay down until all of the robots have completely left the screen or you might take damage when you stand. Arm yourself with the **Crossbow** (C icon) before entering the very difficult final level.

- ★ **LEVEL 7-2:** Jump and shoot the shield in the middle of the screen as three **blue wheels** come out of it, then stand underneath the holes on the left side of the screen and slide left when the **fireballs** come out of the holes (and three more wheels come out of the shield). Jump over the fireballs when you reach the far left side of the screen, then turn left and shoot the shield again. Keep shooting and sliding away until the shield blows up. Stand about an inch away from the left side of the screen and wait for the Joker to shoot four fireballs. Run left and jump over the fireballs, then jump and shoot the **Joker** three or four times. Move back to the left side of the screen and wait for him to fire again. This time, he'll shoot four fireballs and two blue wheels. Jump over the fireballs, slide to the far left side of the screen, and duck to avoid the wheel. Jump and shoot the Joker once, then quickly get ready to jump four fireballs as the Joker repeats his pattern. Keep shooting and wearing down the Joker until he explodes and you're treated to a miserably bad ending sequence, with just possibly the worst-looking explosions ever seen in a Genesis game. (Ouch!)



*How do you beat the Joker?
Practice. (And by reading this page.)*

Awesome Secrets!

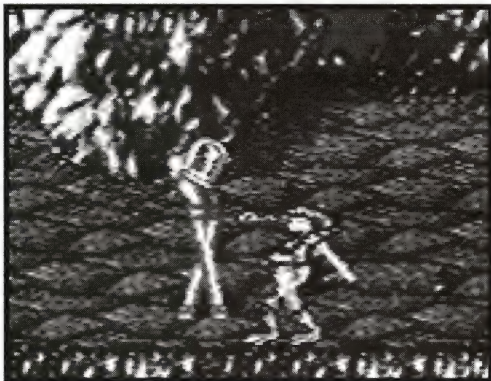
PASSWORDS: Use these codes to jump into the game at almost every level. Level 1-1: 6020; Level 1-2: 7822; Level 2-1: 8766; Level 2-2: 8756; Level 3-1: 6101; Level 3-2: 1047; Level 4-1: 1880; Level 4-2: 5278; Level 5-1: 1168; Level 5-2: 7604; Level 6-1: 0021; Level 6-2: 7511; Level 7-1: 1004.

BATTLETOADS

BY TRADEWEST

Introduction

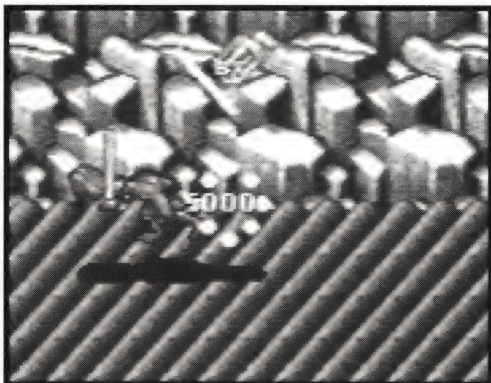
Pimple the mighty Battletoad and the lovely Princess Angelica were taking a joyride when they were captured by the Dark Queen. She took them to her home planet and is holding them prisoner. The other two Battletoads, Zitz and Rash, have to rescue their pals from the Queen and kick some butt in the process. Battletoads is an excellent conversion of the original 8-bit NES title, with enhanced graphics and sound and the same extremely challenging game-play. This game is for expert players only!



The 'Toads are not even remotely inspired by a certain group of Turtles. Really. We swear.

Awesome Strategies

- ★ In **two-player mode**, each player should cover one half of the screen and stay from the other 'Toad, since you can hit (and hurt) each other. In desperate situations, you can pick up your fellow 'Toad and use him as a weapon, but he'll take damage.
- ★ When you attack your enemies, some of your blows don't score points, but others do. The small, non-scoring blows soften up your enemies for the big, point-scoring blows. When we refer to an enemy that needs to be hit more than once, we're talking about **big blows**.
- ★ Some levels are broken up into different Areas by **checkpoints**. When you cross a checkpoint, you

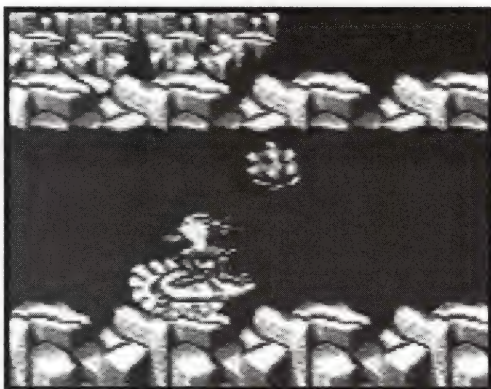


Only the (cool-looking) finishing blows score you points.

Battletoads

score 5,000 points and enter the next Area. If you lose a life, you'll start your next life at the checkpoint. We talk about each Area separately in this chapter.

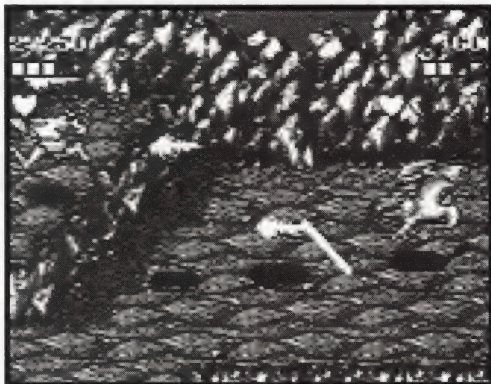
- ★ Once you've mastered the lower levels, you can use the **hidden warps** to zap ahead to Level 8 while only having to play through one entire level (Level 5) along the way. You may want to play through Levels 1 and 2 also, however, since Level 2 is a great place to build up lives.



The checkpoints are invisible, but the 5,000 points let you know that you've hit one.

Level 1: Ragnarok's Canyon

- ★ Your first two enemies are **Psyko-Pigs**. Press the B button rapidly to attack with a few jabs, then a powerful punch called the Nuclear Knuckles. Bam!
- ★ The next enemy to appear is the **Tall Walker**. This contraption takes two big blows to be destroyed. You can pick up its leg and use it as a weapon against the Psyko-Pigs and other enemies, but you score far less points by using the Walker leg.
- ★ After you defeat two gray Psyko-Pigs, a few **flies** buzz onto the screen. Each fly that you eat recharges one of the bars in your Life Meter.
- ★ When you get close to a cliff, a **dragon** will attack you. You can eliminate the dragon with a few big blows, but the smarter thing to do is to knock it down and then jump on its back before it starts flying again. Now you control the dragon. Press the jump button rapidly to fly and press the punch



Whack the dragon out of the air, then climb onto its back for an awesome ride.

Battletoads

button to shoot fireballs from the dragon's mouth.

- ★ Use the **dragon** to fly over the waterfall (if you're riding it; otherwise, just jump over). Fight the next wave of Pigs and move right until four flies appear. Eat as many as you can, then fly off the middle of the cliff and take the floating **1-Up**. If you don't have the dragon, move to the middle of the cliff and jump to the right to get the 1-Up.



Pick up boulders and heave them into the screen to hit the Walker.

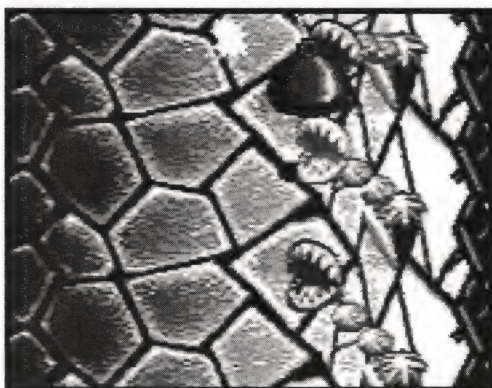
- ★ **The Giant Red Walker** is such a huge boss that you don't even see it on the screen. Instead, you fight it from its own point of view. Stay on the far left or far right side of the screen to dodge the lasers, then grab the boulder. Wait for the Walker to fire again, then throw the boulder out of the screen to hit the Walker. Three boulder hits destroy the Walker.

Level 2: Wookie Hole

- ★ There are two ways to defeat the **Birds of Prey** at the top of the Hole. You can kick them with your feet, or become a wrecking ball by staying on one side of the screen. Then press the punch button to soar across the screen and smash into the Birds. We recommend you use the kicking attack, because you can hit the Birds into the wall of the Wookie Hole over and over to earn tons of points and even a 1-Up if you hit the Bird enough times. (It's much easier to hit Birds repeatedly if you have a Raven's beak, but more on that later.) There are lots of Birds in this level, so go for **1-Ups**!
- ★ **The Saturn Toadtraps** are the next enemies. Use the Wrecking Ball Attack against these creatures, or get close and kick them. It's possible to smash into two Toadtraps with one swing.
- ★ The next **Birds of Prey** that attack you are actually called **Ravens**, and they have razor-sharp beaks which can cut the rope you're hanging on. Kick them out of the air. Some Ravens leave their beaks behind when you kick them. Grab the beak and you'll have a great weapon. The beak also makes it easier to bounce Birds against the wall repeatedly for **1-Ups**.

Battletoads

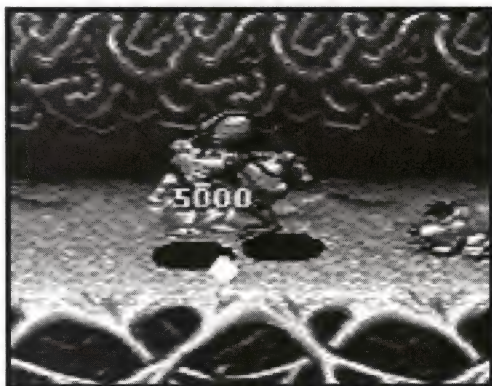
- ★ When the **Electrobots** bust out of the middle of the Hole, use the Wrecking Ball to knock them out with a single swing. Otherwise, you'll need two big blows to destroy the Electrobots, and you may get hit by their powerful electric beams.
- ★ Keep a close eye on the wall for **electric traps**. When these traps appear, you can swing around them, or use a simpler approach by staying at the bottom and middle of the screen so that the traps don't hit you.
- ★ After the electric traps appear, you'll fight more waves of Birds and Toadtraps. The last obstacle before the end of the level is a series of five electric traps. Swing past them to finish the level.



The Wrecking Ball attack works great on the Toad traps.

Level 3: Turbo Tunnel

- ★ **AREA 1:** Your first enemies are **two boxing rats**. Give them the Battletoad Butt, or smash them into the ground and kick them with the Big Bad Boot. Either method works fine.
- ★ Move to the bottom of the island, then jump right across the chasm. Two sneaky **Space Invaders** will fly onto the screen and steal bars from your Life Gauge. Attack the Invaders and the bars will fly to the right; touch the bars to restore your Life Gauge.
- ★ After the Invaders, two rats will attack at the same time. Don't get surrounded! When they're defeated, move to the right and beat up the two rats on the islands. **Don't fight too close to the edge of an island**, or you might fly off the



Give the scummy rats a taste of the Big Bad Boot.

Battletoads

island when you use the Big Bad Boot attack.

- ★ Eventually, you'll reach two **Speed Bikes**. Hop onto either Bike and you'll hit the bar, which is the first checkpoint. Hang on, because this is one nasty ride!

- ★ **AREA 2:** Watch the right side of the screen, because that's where the **blinking walls** appear. Dodge the walls by moving to the opposite side

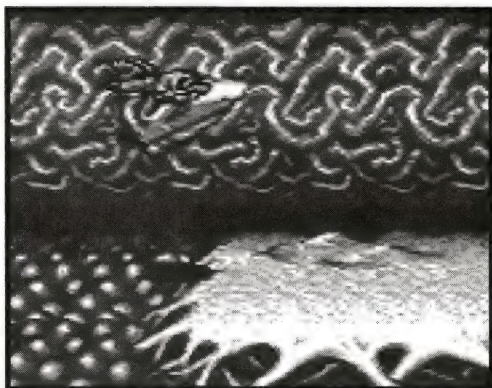
of the road. When the short walls appear on the ground, you have to jump over them. The key is not to jump over them too soon. Let them blink for a second before you press the jump button. There are three short walls in a row just before the checkpoint.

- ★ **AREA 3:** The first **ramp** appears at the start of the Area, and you'll be hitting them throughout. Don't press the jump button as you hit each ramp; just slide into the ramp and it will do the rest. Just before the checkpoint, a blue wall appears. This wall is floating in the air, so don't jump or you'll smash into it. Tricky!

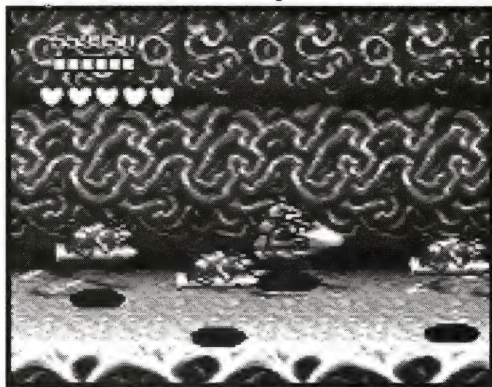
- ★ **AREA 4: Blue ramps** start popping up in this Area. These ramps are in the air, so you have to jump to hit them.

- ★ **The Mutant Ratpack** takes to the air and attacks you with their Rat Pods. Watch their shadows and move to the opposite side of the track. A low wall appears in the middle of the Ratpack attack, so be ready for it. The last wall before the checkpoint is in the middle of the track, so move down to avoid it.

- ★ **AREA 5:** To avoid the Rat Pods in this Area, stay at the top of the track and move toward the right to dodge them. After you pass the Pods, move to the bottom of the track and use your jump button to leap from island to island. Press the control



Watch the right side of the screen to see where the walls are about to appear.

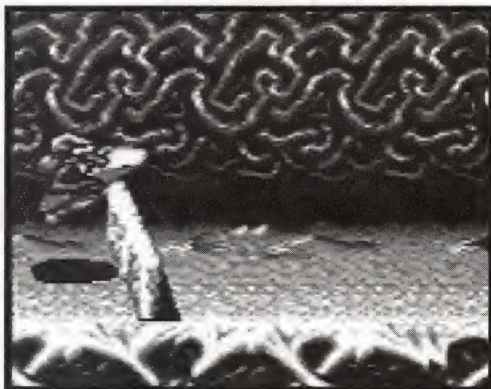


Watch the shadows of the Mutant Ratpackers and move to the other side of the track.

Battletoads

pad Right for extra distance on each jump.

- ★ **AREA 6:** The last Area of the Level! Dodge the rapidly appearing walls and then jump over the small walls at the end of the Area. The Ratpack will attack one more time just before the checkpoint, so jump over the walls they drop onto the track.



Use small jumps to get over the small walls at the end of the level.

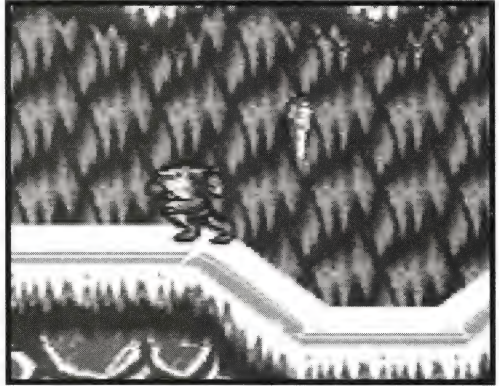
Level 4: Arctic Caverns

- ★ **AREA 1:** Get close to the **icicles** to make them fall, but don't get hit. Jump over the small ice wall and hit the **ice cube** to stop it. Pick up the cube and throw it at the ice barrier to smash through the barrier. Leap over the cube as it slides back at you, then go right and through the area where the barrier was to hit the first checkpoint.
- ★ **AREA 2:** Slide off the cliff to land next to a pile of snowballs. The **snowman** across from you attacks by throwing snowballs in a pattern: two high, one low. Duck the first two balls, jump over the third, then toss a snowball at the snowman to destroy him.
- ★ Keep dropping down the ice ledges and defeat a second snowman, then continue downward. An ice cube will slide down at you from behind. Leap over the cube and follow it downward. Let the cube smash into the ice barrier to break through, then run left to hit the checkpoint.
- ★ **AREA 3:** Trigger the icicle, then run left. Jump over the snowman and run up the ledge to the right. To get past these small ledges, run against the wall. When a snowball comes down at you, jump up and over to the next ledge. Run against the wall and wait for the next snowball. At the top of the ledges, you'll find the snowman who's been rolling the snowballs down at you. Hit him twice to turn him into a pile of snowballs. Throw the snowballs at the **ice barrier** to the left to break it down, then run left to hit the checkpoint.
- ★ **AREA 4:** Jump over the ice wall and watch out for the spiky Hedgehog. Get over the second ice wall and slide down the ledge. When the ice cube appears, run against the wall and jump over the cube, then follow it down to the bottom ledge. Hit the cube to stop it,

Battletoads

then punch the snowman twice to destroy him. Pick up the cube and jump over the ice wall. Throw the cube at the barrier and stay on the lowest part of the ice. Jump over the cube as it bounces back and forth. When it smashes through the barrier, run to the right.

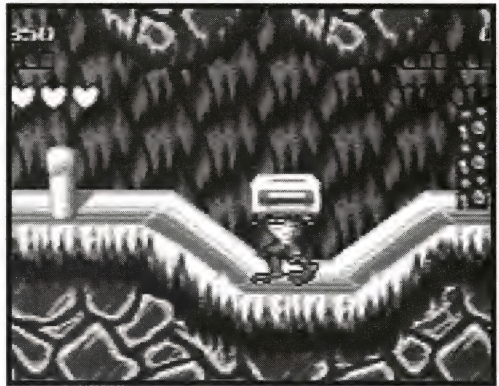
- ★ **AREA 5:** Wait for the yellow ledge to float onto the screen and jump onto it. Duck down to avoid the snowball, then jump onto the next ice ledge. Jump up and right to make the icicle fall, then veer back to the left to land on the ice. Jump back to the right to fall past the spikes.



Jump up and right to make the icicle fall, then steer back to the left.

- ★ Wait behind each ice wall for **three snowballs** to fly past, then jump over the wall, walk to the next one, and duck again. Smash the snowman when you reach him, then pass the next series of walls. Time time, duck under one snowball, then jump over the next. Pummel the second snowman and use the snowballs to break the barrier.

- ★ **AREA 6:** Dodge the ice cube, then fall down and use the floating platform to move to the right. Duck under the brown stalactite. There's a **1-Up** to jump and grab from the second platform. Once you've passed the platforms, drop down and jump over the **Hedgehogs**. After you pass the third one, punch the ice cube. Pick up the cube and walk left, right up to the ice wall. Throw the cube into the small space between the wall and the barrier, then hop onto the wall. The cube will smash through the barrier, and you'll be safe from the Hedgehog by standing on the wall. Run left when the cube is sliding left to hit the checkpoint.

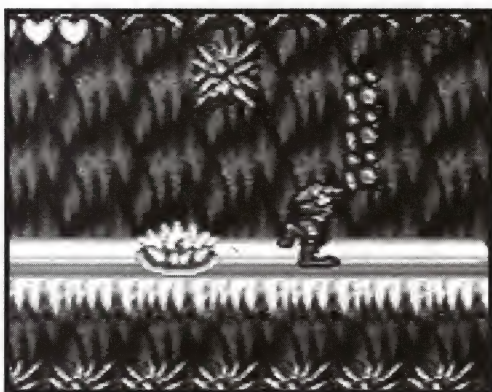


Throw the ice cube between the wall and the barrier to bust through.

Battletoads

★ **AREA 7:** This Area is basic until you reach the ice barrier. Wait next to the barrier and let the snowman (off the screen to the left) throw snowballs at the barrier. Duck and jump and snowballs until the barrier is down.

★ **AREA 8:** Jump onto the platform and ride down to the **yellow walls**. The walls won't lift up until they're hit by Hedgehogs. Wait next to a wall and jump over the Hedgehog as it hits the wall, then run underneath the wall before you're squashed. The final obstacle of this Area is a falling platform. Jump off the platform before it hits the spikes and run right through the tunnel to finish the level.



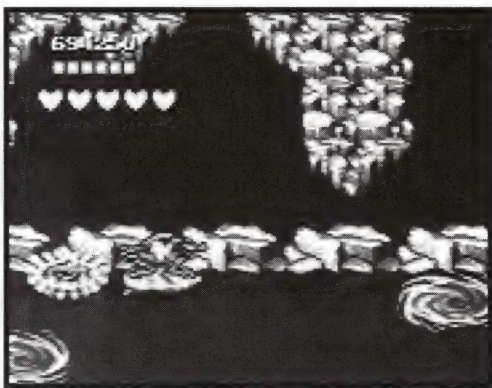
Wait for the Hedgehogs (no relation to Sonic) to hit the walls, then run past.

Level 5: Surf City

★ **AREA 1:** Dodge through the first wave of **logs** by surfing up and down to avoid them. After you get through the logs, move to the middle of the river and jump to the right when you hit the waterfall. You'll catch a **1-Up** in mid-air.

★ Now to dodge the **whirlpools**. Move to the opposite side of the river from an approaching whirlpool and let it swirl past you. You need to pass five whirlpools before you reach dry land again.

★ Four **Space Invaders** attack as soon as you walk to the right. Hit at least one of them, but don't worry if you lose some energy. A few flies will appear later on. A **Tall Walker** appears after the Invaders. Pick up its leg after you destroy it. After a second Walker, two flies come onto the screen. Eat

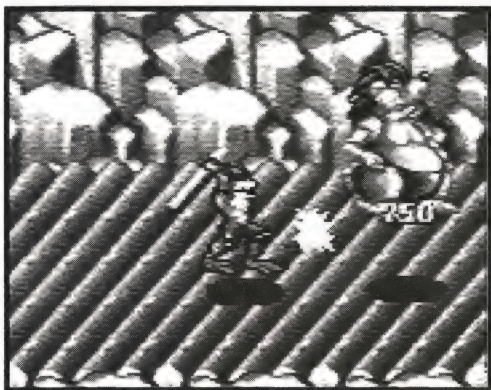


Surf past five whirlpools to make it back to dry land.

Battletoads

the flies, but don't move too far to the right or **Big Blag** appears.

- ★ If you have the Walker leg like you should, whack **Big Blag** onto the side of the screen and keep hitting him rapidly. If he manages to jump into the air, keep moving or he'll squash you when he lands. If you don't have the Walker leg, use your punches. When Blag is beaten, walk right and hop onto another **Space Board**.

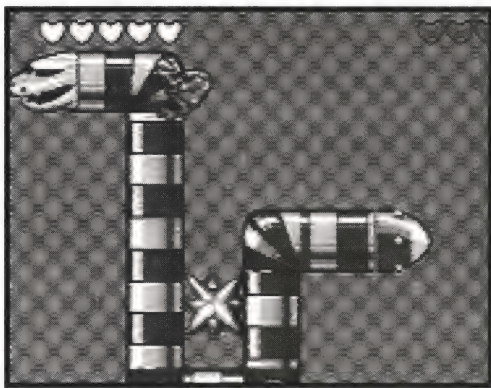


Swing the Walker leg to pin Big Blag against the side of the screen.

- ★ **AREA 2:** Stay on the left side of the screen for the best chance to dodge the **mines**. There's no safe location in the river, so move up and down as you need to. When you hit the second jump, move to the right to catch a **1-Up** in the air. Pass four groups of mines to finish the level.

Level 6: Karnath's Lair

- ★ **AREA 1:** This Area's just a warm-up. There are only a few **snakes**, with simple movement patterns, and there aren't any spikes to avoid. Ride up to the top of the Area and jump into the **Out portal**.
- ★ **AREA 2:** The **spikes** appear in this Area, and they are deadly. One touch and you lose a life. Stay as far away from them as possible. Stay on the middle of the snakes in this Area and let them crawl ahead of you. If you stay near the snakes' heads, you'll often run into spikes that the snake itself will crawl under.
- ★ **AREA 3:** The **yellow snake** loops around the spikes, and you have to know where to stand on the snake as it does its



Let the snakes in Area 2 crawl ahead of you and move through the spikes.

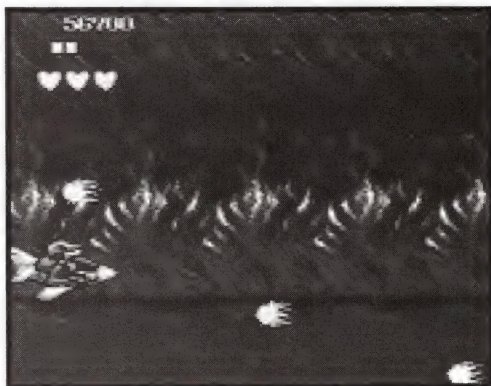
Battletoads

thing. If you stand in the wrong place, you'll fall off and hit some spikes. At the top of the Area, four quick snakes move back and forth. Jump over the spikes in your path.

- ★ **AREA 4:** You normally have to ride on *seven* snakes in this area, but there's a tricky way to finish the Area—and the level—while riding the **fourth snake**. Crawl up the snake, then stay on the flat section while the snake crawls downward. When you're just about to fall off the tail, jump right over the spikes, then jump right again to hit the Out portal.

Level 7: Volkmire's Inferno

- ★ **AREA 1:** This Area is filled with **Rats, Rat Pods, and Space Invaders**. Starting with this level, you automatically use big blows instead of small ones, so the Rats are very easy to beat. The Rat Pods are trickier; use the Battletoad Butt to hit them as they dive down at you. Dodging the Pods is almost impossible.
- ★ **AREA 2:** You have to fly through the gaps in the flaming walls to survive. The walls come at you very quickly, so the only way to survive is to memorize where the gaps in the walls are. Can you say "I'll be using some continues here?"
- ★ **AREA 3:** The best place to stay in this Area is at the top of the screen. If any **fireballs** appear in the purple flames at the top of the screen, press Down to dodge the fireball, then press Up again. There's a **1-Up** in the middle of the Area, but it's very hard to grab.
- ★ **AREA 4:** In this Area, **missiles** fly at you from the top and bottom of the screen. Stay on the left or in the middle of the screen to avoid them and be ready to catch the **1-Up** just before the checkpoint.
- ★ **AREA 5:** More flaming walls, and faster than ever. Aargh!
- ★ **AREA 6:** The last Area. The walls appear on the right side of the screen, blinking for just a moment before they zoom to the left. The openings in the last two walls are spaced very far apart (the top of the screen, then the bottom).



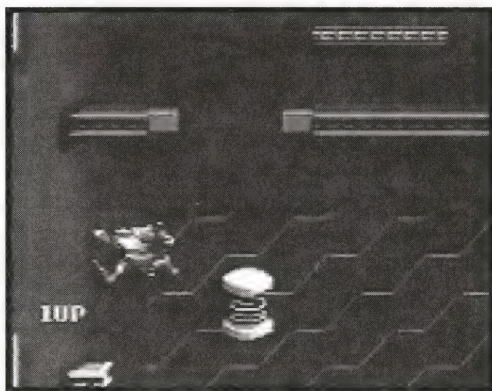
Stay near the top of the screen in Area 3 and move down to dodge the fireballs.

Battletoads

Level 8: Intruder Excluder

★ **AREA 1:** Run against the wall and grab the **pipe** to arm yourself. Jump up and smash the robot, then jump up through the moving platforms and smash a second robot into bits. Use the spring to hop to the ledge below the moving platform. Take your time jumping through this platform—an **electric beam** shoots across the hole in the platform.

★ **AREA 2:** There's another rod against the wall if you need it. Move upward and jump over the yellow balls rolling at you, then get up to the group of springs. To reach the **1-Up**, wait until the hole in the platform is moving left. Jump to the left to land on the 1-Up ledge. Now hop back to the spring.

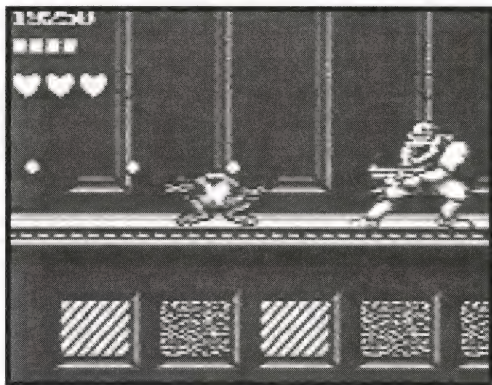


When the hole in the platform is moving left, jump to the 1-Up.

★ The **yellow blobs** can be smashed quickly with a swinging rod. If you don't have the rod, jump over the blobs without attacking them. The checkpoint is at the top of three moving platforms.

★ **AREA 3:** There are two new obstacles in this Area. The poison **Gasser** spews out gas at regular intervals, and the **vacuums** can suck you in and grind you to bits. Take your time to get past past these obstacles. There's no time limit, so you don't need to rush.

★ **Robo-Manus is the boss.** He shoots several bullets, pauses, then shoots again. Duck under the bullets and use the Battletoad Butt on him. Hit him as much as possible before he starts moving too fast. When he jumps into the air, move to where he'll land and hit him again when he does.

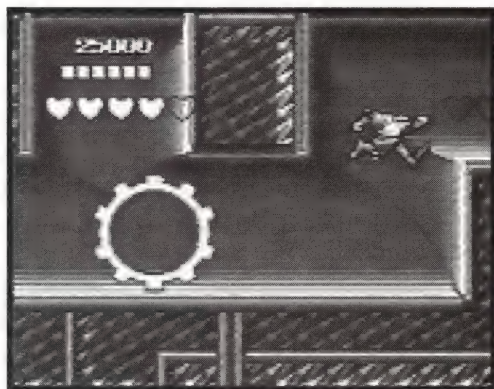


Duck when Robo-Manus shoots, then smash him with the Battletoad Butt.

Battletoads

Level 9: Terra Tubes

- ★ **AREA 1:** Smash the **rolling robots** into the roof to destroy them. Duck under the sparks they shoot at you. After the second robot, grab onto the propeller stick and fly down the shaft. Dodge the spikes! Smash the next two robots, then follow the water up and left. Hitch a ride on another prop stick, then move to the right.



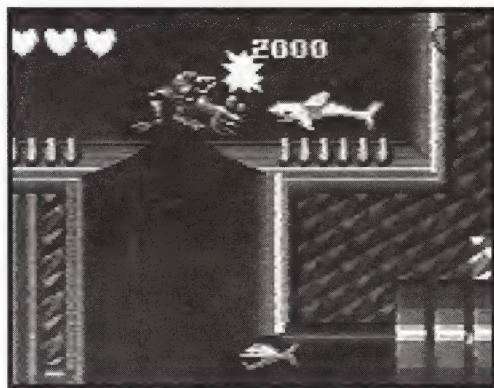
Avoid the rolling gears in area 2 with quick movements and quick thinking.

- ★ **AREA 2:** To get through this Area, you have to outrun **four gears** that chase you through the pipes. Here's what to do when you reach the end of each gear course. **Gear 1** — Stand against the wall blocking the passage and the gear will drop into the water-filled pit. **Gear 2** — When you run out of room, wait for a moment, then jump into the air. The gear will smash into the wall. **Gear 3** — Hop against the current, then hop against the wall and the gear will drop into the pit. **Gear 4** — Jump into the alcove above the final wall and the gear will continue rolling past you.

- ★ **AREA 3:** Most of this Area is underwater. Use the jump button to paddle through the water and press the punch button to attack the **sharks** and **electric eels**.

When you're attacking, you stay still in the water, so don't worry about floating downward. There's a 1-Up near the end of the Area which you can't miss.

- ★ **AREA 4:** You have to outrun two more gears, and this time, you have to do it underwater. At the end of both gear courses, duck into the pit with the spikes and the gear will



The sharks move extremely fast, so start punching before they attack you.

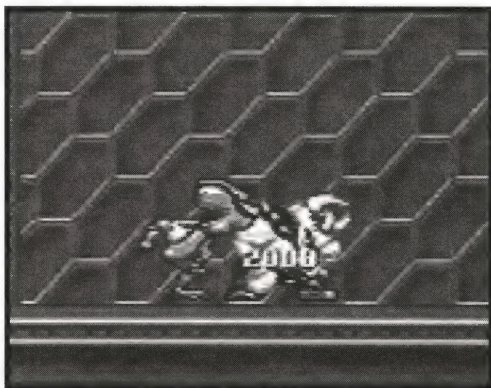
Battletoads

pass you by. Swim very carefully to avoid hitting the spikes.

- ★ **AREA 5:** There's a **1-Up** near the beginning of the Area. Take it and then swim past the deadly **rubber ducks** and **spikes**. When you reach the prop sticks, fly downward through the spikes and run right at the bottom of the shaft to finish the level.

Level 10: Rat Race

- ★ **AREA 1:** Get past the **Gassers** and move downward until a **starburst** starts to form. This is the first of three Rats that you have to race. Start running and move downward as quickly as you can. Fall through the gaps in the small ledges, then sprint on the long ledges. The Rat will gain on you during the long ledges, but he'll fall behind on the section where you fall through the holes. When you reach the bomb, kick it before the Rat touches it.
- ★ **AREA 2:** The second Rat is faster than the first, but there are several falling sections where you can leave him way behind. The moving platform section is tricky. Stay roughly in the same area of the screen to pass through it quickly.
- ★ **AREA 3:** The fastest and meanest Rat. There's a trick you can use to slow down the Rat for just a moment. If he's overtaking you near the end of a ledge, use the Battletoad Butt. The Rat will bounce off the wall and start running in the opposite direction. The best time to use this is just before a falling section.
- ★ At the end of the third race, you face off against General Slaughter. Use a Battletoad Butt to get him moving, then jump over him and butt him from behind. The more damage you do, the faster the General moves.



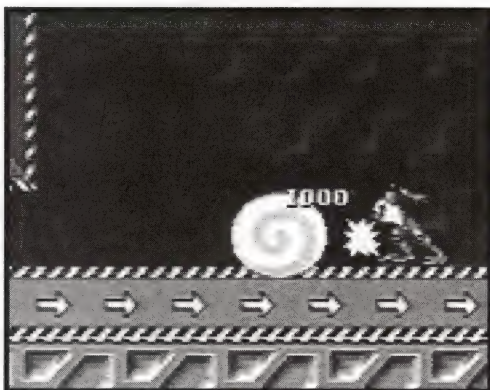
Head-butt the General to make him move, then hit him from behind.

Level 11: Clinger Winger

- ★ This level is a long race against a giant **energy ball**. You'll steer the Clinger-Winger along a road that goes in all directions: up, down, left, and right. The energy ball is slower at taking the turns, but catches up

Battletoads

on the straightaways, so you need to take the turns quickly to stay ahead. Using a joystick instead of a standard controller helps a lot to get through this level. When you finish the race, the energy ball will float around in a large circle. Use the Battletoad Butt to hit the ball when it floats low on the screen. The energy ball moves faster as you do more damage, then it starts to bounce. Stop using the Butt and start using punches to hit the ball when it bounces near you.



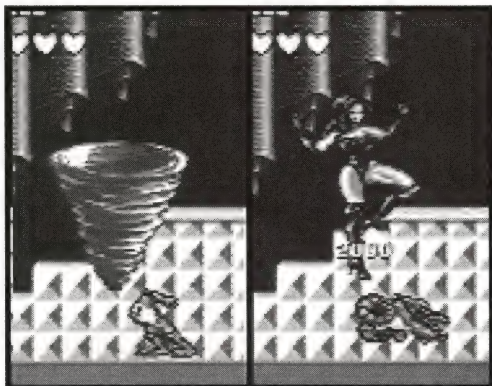
Use your head-butt to smash the energy ball to an energy pulp.

Level 12: The Revolution

- ★ **AREA 1:** Wait for **Hornhead** to move away from you, then jump onto the pole and press Down to yank it out of the tower. Whack Hornhead three times to get rid of him. Now hop up the brown platforms and then jump quickly over the yellow **spike ball**. The ball rotates counterclockwise, so run in that direction to see the ball coming. Hop up the green disappearing platforms (when they're not disappearing, naturally) to the next ledge. This time, the spike ball rotates clockwise, so run that way to the yellow platforms. Hop up quickly to the third platform, hop up and down until the green platform appears, then use the green platform to jump to the next ledge.
- ★ Use the spring platforms to bounce upward to the next ledge. A green **Cloud Creature** attacks you just before the checkpoint. If you have the pole, jump and hit the Creature in the air. Without the pole, wait for the Creature to attack and use your Battletoad Butt.
- ★ **AREA 2:** Bounce off the spring and a hungry Hornhead appears. Keep your distance and whack him with the pole, or if you're unarmed, jump over him and attack from behind. Travel upward to encounter red Cloud Creatures that are spewing out deadly gas bubbles. Further up in the Area, the platforms are revolving around the tower. Take your time! Just before the checkpoint, you'll be attacked by monsters that blow at you from the sides of the screen. There will always be a pole to grab when these monsters attack, so hang on and wait for the monsters to disappear, then press Down to fall off the pole.

Battletoads

- ★ **AREA 3:** This is the last and toughest area of the tower. The final enemy is a yellow Cloud Creature that chases you up the tower. Jump up as fast as you can to stay away from the Creature.
- ★ **AREA 4:** Use the Battletoad Butt to attack the **Dark Queen**, but don't attack unless she's facing away from you or spinning around. If you charge her and she sees you, she'll knock you out with a knee lift. When the Dark Queen really starts spinning fast, she turns into a tornado. You can't butt the tornado, so stay on either side of the screen to avoid it. The Queen will eventually slow down and fall back to the ground, then start spinning again. When you defeat the Dark Queen, she'll fall off the bottom of the screen. For all your hard work, you get a *very* lame ending sequence—the 8-bit NES version of Battletoads had a much better ending!



*Butt the Dark Queen from behind,
then watch out when she starts spinning.*

Awesome Secrets!

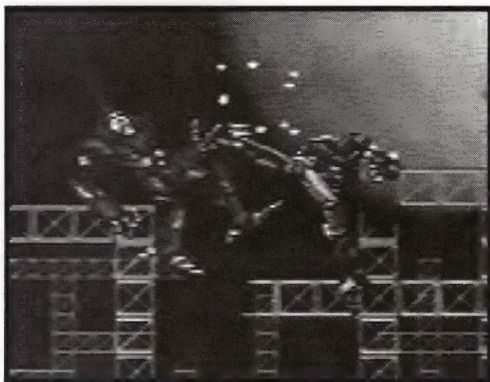
- ★ **LEVEL WARPS:** There are four hidden warps in Battletoads that skip you ahead two levels. For example, the Level 1 warp takes you to Level 3. We suggest you pass on the Level 1 warp so that you can power up on lives in Level 2.
- ★ **LEVEL 1:** As soon as you land on the ground, head-butt the left and then the right Psyko-Pig. Run to the right. If you were fast enough, a starburst will appear on the ledge. Jump into the starburst to warp to Level 3.
- ★ **LEVEL 3:** Fly into the tenth wall past the Area 6 checkpoint to warp to Level 5.
- ★ **LEVEL 4:** Jump onto the floating platform at the start of Area 8 and let it float down about one screen, then start jumping rapidly. If you jump fast enough, the platform will float back up, and a starburst will appear above you. Jump into the starburst to warp to Level 6.
- ★ **LEVEL 6:** When the first snake in Area 2 starts moving right, jump to the right and you'll land next to a starburst. Hit the starburst to warp to Level 8.

BLACK HOLE ASSAULT (CD)

BY BIGNET

Introduction

Black Hole Assault is the sequel to Heavy Nova, which Bignet released in Japan for the Sega CD, but squashed into an eight-meg cartridge for the U.S. market. (The Sega CD wasn't available in the States when Heavy Nova came out.) It's a robotic fighting game where you control one of ten different robots and engage in battle on planets and asteroids throughout the solar system. The animation of the robots is very fluid, and of course the CD soundtrack really rocks. There's a one-player mode where you fight eight increasingly tough opponents (and are treated to cool intermission sequences after every two victories), and a two-player mode where you can program the fighting strategies of a computer-controlled robot.



It's robot against robot in a fight to the point of being in desperate need of repair.

Awesome Strategies

- ★ We suggest which robot to use for each stage of Operation BHA, but feel free to use a different robot if you want. Our strategies still apply (although the two robots have different attacks, so you'll need to experiment).
- ★ Press Down and A as soon as an **opponent lifts you** off the ground, and keep holding them as you're thrown. You'll land on your feet and avoid taking damage.
- ★ **The Front Fly-Jump**



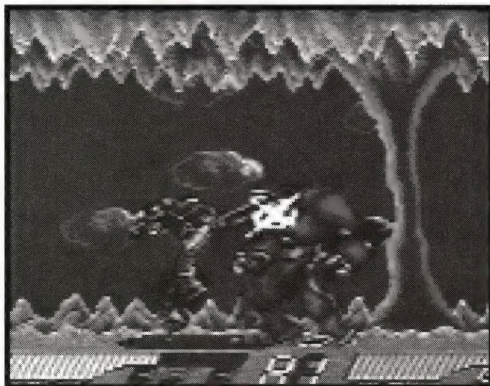
Hold Down and A as you're lifted off the ground and you'll land on your feet when dropped.

Black Hole Assault

Kick is a very effective attack in the one-player mode. Practice this move, because it will be your bread-and-butter attack against most of the enemy robots (including the final boss).

Operation BHA

- ★ **STAGE 1 (STRS1):** Select **Cyquest** as your robot and use the Front Fly-Jump Kick almost exclusively. STRS1 is just too slow to react to this attack, and you can score with it almost every time.
- ★ **STAGE 2 (URCHIN):** Select **Cyquest** as your robot. The Front Fly-Jump Kick works against Urchin, but not as well as STRS1, because Urchin is faster.
- ★ **STAGE 3 (THUG 501):** Select **Cyquest** as your robot and use your long-range artillery to nail Thug, then jump away from his attacks. The Front Fly-Jump Kick is very hard to do against him because he almost always attacks when you jump.
- ★ **STAGE 4 (THORAXE):** Select **Cyquest** as your robot. Throws don't work on Thoraxe (he always lands on his feet), and he'll duck under artillery fire, so the Front Fly-Jump Kick is your best weapon. He likes to slide attack a lot, so it's best to attack with a Jump Kick after he's fired his own artillery (which leaves him defenseless for a moment).
- ★ **STAGE 5 (GHOST WALKER):** Select **Cyquest** as your robot. Ghost Walker uses a Flash Speed attack that isn't really an attack; it just gets him into close range in the blink of an eye. Your best plan of attack is to stay at long range and wait for Ghost Walker to use the Flash Speed, then grab and throw him.
- ★ **STAGE 6 (LOCUST):** Select **Cyquest** as your robot. Locust is a very defensive robot; he ducks whenever you get close and also ducks artillery fire. The trick to beating him is to jump behind him, then squat and kick him before he can turn around. It takes good timing and precise jumping to pull this attack off, but once you master it, you'll thrash Locust with ease.
- ★ **STAGE 7 (WHIPLASH):** Select **Orion** as your robot. Whiplash is devastating at close range, but you have to get close to cause damage.



Stage 4: Attack Thoraxe with a Jump Kick immediately after he fires his own artillery.

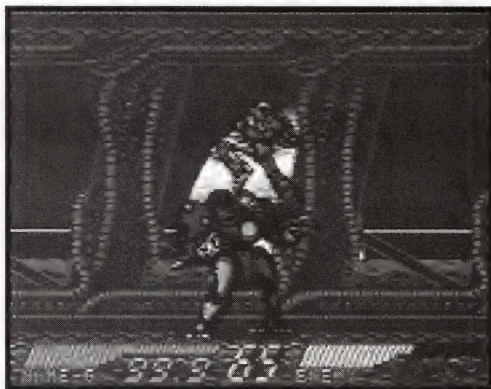
Black Hole Assault

Jump and hit him with a Knee Kick, then immediately jump away before Whiplash retaliates. You can also jump straight up and trade blows with Whiplash if you have more energy. Every time you Knee Kick him, he'll knock you to the ground.

★ **STAGE 8 (MANTIS X):**

Select Orion as your robot. Before you can start fighting Mantis X, you have to make him

start moving. Keep using a Slide attack until he stands up. Once he does, stay at *very* long range and use high jumping Knee Kicks to whack him in the air. You won't hit Mantis X every time, because he occasionally blocks you with his sword, but you'll drain him of energy before he drains you. When Mantis X is dead, you receive a decent ending sequence, with a few nice explosions and then a long list of programmers.



Slide Attack until Mantis X stands, then use high jumping knee kicks.

Special Moves

- ★ All of the robots except Whiplash and Mantis X have special moves that you won't find in the manual, but you *will* find in the following paragraphs. Towards means to press the controller towards your opponent. Back means to press the controller away from your opponent.
- ★ **CYQUEST**—Hammer Knuckle: Towards, Down/Towards, Down, Down/Back, Punch.
Uppercut: Down, Down/Towards, Towards, Punch.
- ★ **ORION**—Elbow Smash: Towards, Down/Towards, Down, Punch.
Uppercut: Down/Back, Towards, Punch.
- ★ **STRS1**—Head Butt: Towards, Down/Towards, Down, Punch.
- ★ **URCHIN**—Jumping Hammer Claw: Down/Back, Towards, Punch.
Upper Claw: Down, Down/Towards, Towards, Punch.
- ★ **THUG 501**—Ankle Drop: Down/Back, Towards, Down/Towards, Down, Kick. Slap: Back, (quickly) Towards, Punch.
- ★ **THORAXE**—Hammer Knuckle (works from long range): Towards, Down/Towards, Down, Down/Back, Punch.
- ★ **GHOST WALKER**—Rolling Kick: Down, Down/Back, Towards, Kick.

Black Hole Assault

Uppercut: Down/Towards, Towards, Up/Towards, Punch.

- ★ **LOCUST**—Long Head Butt: Left (for three seconds), Right, Kick.
Uppercut: Down, Down/Towards, Towards, Punch.

Awesome Secrets!

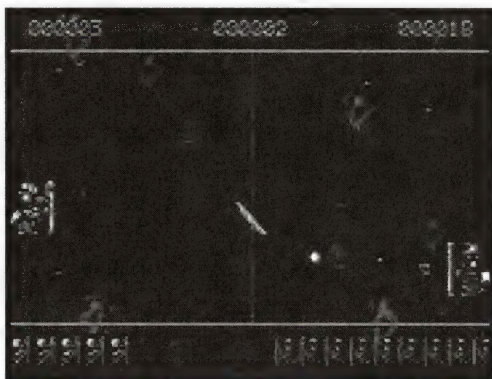
- ★ **BLACK BALL ASSAULT:**

Enter your name as AZY (without the period) and select Operation BHA. You'll now be able to play a hidden game within the game called Black Ball Assault. It's a lot like the ancient coin-op Pong, although you have the added ability of being able to shoot the ball.

- ★ **INVINCIBILITY:** When the title screen appears with the options, choose "Name Entry" in the

options. Enter your name as MUTEKI and select Operation BHA. Your 'bot won't lose energy regardless of the enemies' strength.

- ★ **INSTANT VICTORY:** Enter your name as BIGNET and select Operation BHA. During a battle, press START on Controller 2 and your opponent will fall to the ground and die instantly.



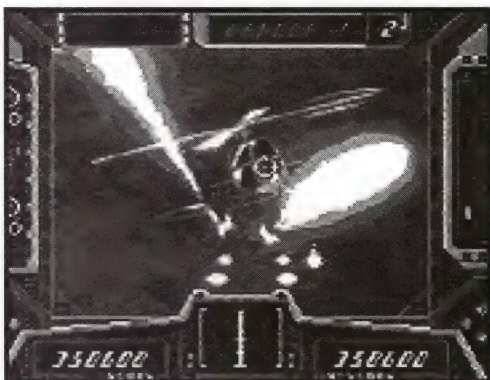
Bet you never thought you'd see a 16-bit version of Pong! This bonus game ("Black Ball Assault") is hidden well on the CD.

COBRA COMMAND (CD)

BY SEGA OF AMERICA

Introduction

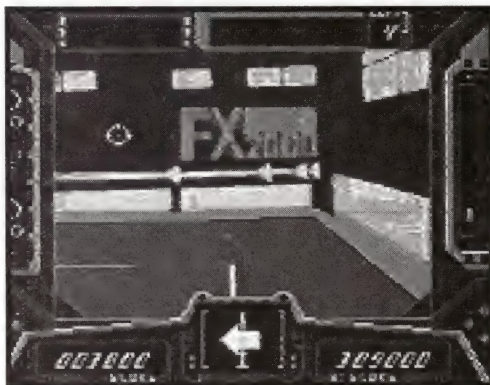
This Sega CD title is a great conversion of an old laserdisc coin-op from Data East. You're the pilot and gunner of a well-armed helicopter, and your mission is to battle through ten stages filled with enemy choppers, tanks, missile launchers, and more. The full-motion video in *Cobra Command* is superb, and the stereo sound really makes it seem like you're in the middle of a war. You'll pull this game out after you've beaten it just to watch the opening demo sequence!



To bring yourself even further into the battle, try wearing headphones when playing.

Awesome Strategies

- ★ Set the **cursor control speed to 1**, the slowest, if you're just starting out with the game. This makes the cursor easier to control, and speed isn't as important as accuracy.
- ★ **Ignore the co-pilot** screaming directions at you. Sometimes, he gets so caught up in the heat of battle that he calls out the wrong directions, or worse, *doesn't* call out directions at all. Pay attention to the arrows at the bottom of the screen instead. Always hold the controller in the direction of the arrow until it stops blinking. Let go too soon and you'll crash.
- ★ **Fire your guns** and missiles at the same time to avoid having to guess which targets need to be hit by the Vulcan guns



Ignore the co-pilot's often wrong directions and concentrate on the arrow directions.

Cobra Command

and which need to be hit by missiles. As a general rule, helicopters and aircraft only need to be hit by guns, but ground vehicles (such as tanks) and ground-based weapons (such as cannons) need to be hit by missiles.

Awesome Secrets!

- ★ **PROGRAMMING CODE** — Activate the Stage Select below, then during the game, press A, B, and C simultaneously to call up a screen of hexadecimal code that overlays the action.
- ★ **TRAINING MODE AND STAGE SELECT** — Press START at the title screen, then press Up, Down, Left, Right, Right, Up. You'll hear an explosion after the first Right, which indicates that the Training Mode is active, and after you finish the sequence, which indicates that the Stage Select is active. Go to the Config Mode screen and select the new difficulty setting, Training. Now start the game, and when you reach the screen that says "New York Stage 1," press Left and Right on the controller to change the level. During the game, press START to skip to the end of the current stage. If you lose a life, the Training Mode will kick in and start your next life from the exact spot where you died.



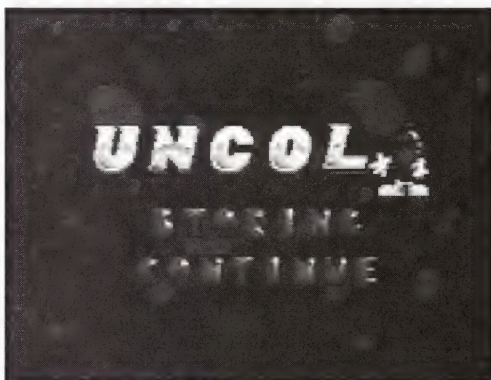
*With the Stage Select
you can begin on any stage.*

COOL SPOT

BY SEGA OF AMERICA

Introduction

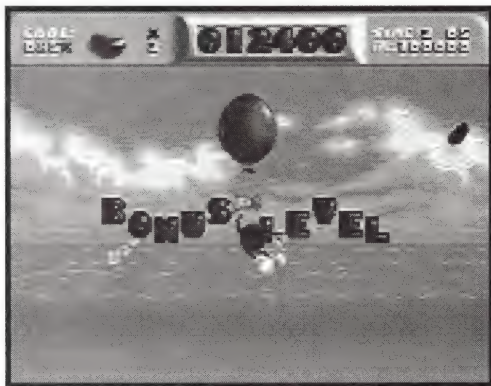
Sega knows a great game when they see one, and this is a great game. They were so impressed that they bought Cool Spot from Virgin Games (the original developers) so they could market it themselves. In the game, you control Cool Spot (the cute little red guy from the 7-Up commercials) through 11 levels of run/jump/shoot action. This game has great graphics and animation, and it has the same “feel” as another Virgin game, Global Gladiators. Be cool! Play Cool Spot!



Cool Spot includes several ultra-cool animations starring this cute little guy.

Awesome Strategies

- ★ You really don't need to get 100% of the **Spots** on each level. 90% or so is usually enough to get you the 1-Up, and 85% is *always* enough to get you into the bonus level where you can earn a continue.
- ★ In the **bonus levels**, the continue letter is almost always at the top of the bottle. Be sure to look for clocks to increase the amount of time you have to collect all the Spots.
- ★ **Explore everywhere** to find Spots. They're scattered all over every level. Always look for enemies to find areas you haven't explored before. Jump behind objects in the foreground to find hidden Spots.

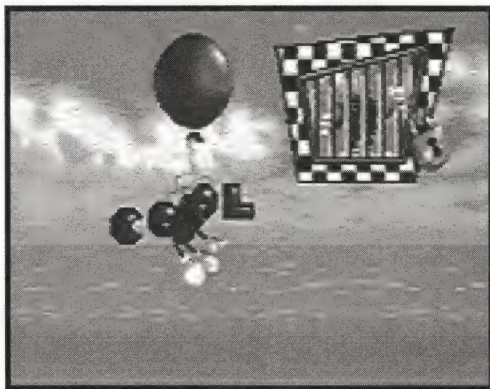


You only need 85% of the Spots to gain access to the bonus level.

Cool Spot

Level 1: Shell Shock

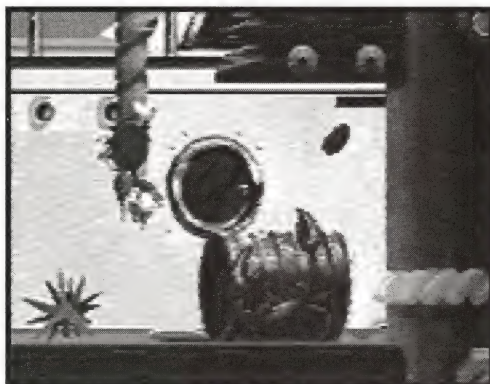
- ★ Search behind the 7-Up bottle at the beginning of the level for a **Spot**.
- ★ Jump off the 7-Up bottle to grab onto a **balloon**, then start jumping to the right to grab onto more balloons and collect Spots. There's a total of 47 Spots in the air. If you fall to the beach, you can walk left to the 7-Up bottle and jump up to the balloon, or walk to the far right side of the level to find another balloon.
- ★ There's a **beach chair** on the sand in the middle of the level. Search around the chair, in the green chair seat, and on the back of the chair. Jump behind the chair's armrest to find even more Spots. You'll find a total of 19 Spots in and around the chair.
- ★ The **caged Cool Spot** is in the upper-right corner of the level. Jump up and right on the balloons to find it.



Before shooting the lock off the cage of the Cool Spot, collect any nearby Spots.

Level 2: Pier Pressure

- ★ Don't fall off the bottom of the screen or you'll lose a life instantly.
- ★ **Shoot up or down** when you're climbing up or down a rope to hit any worms that might be crawling on the rope.
- ★ There's usually a **crab** at the bottom of a rope. Shoot the crab while you're still on the rope.
- ★ Look for **holes in the pier poles**. You can walk through these holes into the next part of the level. Jump while you're in the hole to collect **hidden Spots**.
- ★ There's a **7-Up symbol** at the top of a rope about



Be careful as you're climbing down ropes. Most crabs are waiting to pinch your butt!

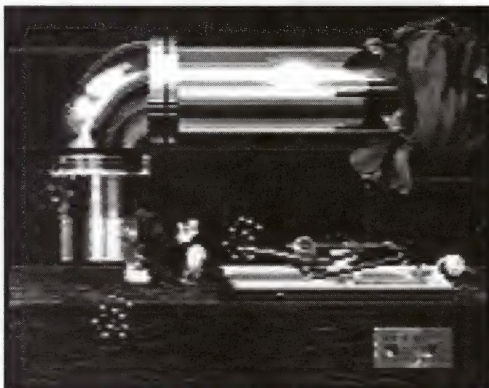
Cool Spot

halfway through the level. The symbol is hard to see because it's partially off the screen, so look carefully to find it.

- ★ The **caged Cool Spot** is in the upper-right corner of the level.

Level 3: Off The Wall

- ★ There are no 7-Up symbols in this level, just plenty of **hidden Spots** behind the pipes in the foreground. Keep jumping behind the pipes to boost your Spot total.
- ★ Use small jumps to grab Spots placed over barbed wire.
- ★ You can shoot the pieces of **cheese** that the mice throw at you.
- ★ If you jump onto the left side of a **mousetrap**, you'll take damage, but if you jump onto the right side of the trap, you'll be flung into the air without taking damage.



The left side of the mousetrap is dangerous, but jumping on the right side shoots you into the air.

Level 4: Wading Around

- ★ There are several places in this level where you have to intentionally fall to grab Spots. The first place is the far right side of the level. Bounce up the big bubbles to the tiny bubble and float to the top of the red blimp, then jump right and grab the Spots as you fall. You'll land on top of a rubber duck.
- ★ After you touch the first checkpoint flag, start jumping left. The UFOs tilt when you jump onto them, so jump off again before you fall. Keep going left to reach a red spaceship. Slide off the



If you're trying to collect Spots, there are several areas where you'll have to fall to grab one.

Cool Spot

right side of the spaceship to collect a **7-Up symbol** and you'll land inside a tiny bubble. Float back up to the spaceship and keep jumping to the left.

- ★ When you reach the red blimp on the far left side of the level, jump left and fall to grab **Spots, a 7-Up symbol, and a clock**. You'll land back at the start of the level.
- ★ There's a red spaceship to the right of the third (and last) checkpoint flag. Slide off the ship to grab a **7-Up symbol**, then float back up to the ship.
- ★ When you reach the caged Cool Spot in the upper-right corner of the level, drop off the left side of the blimp below the cage to grab **two Spots and two 7-Up symbols**. Float back up to the blimp and open the cage.



There are plenty of 7-Up symbols on this level, including this one near the third checkpoint.

Level 5: Toying Around

- ★ There are **two Spots** behind the shoe at the beginning of the level.
- ★ The **green blobs** explode into pieces when you blast them. Shoot the pieces or just avoid them.
- ★ Search behind everything to find **hidden Spots**: cards, dice, fire trucks, wooden blocks, even shoes. If you can't walk behind a wooden block from one side, try the other. Slide down the ladders of the fire trucks to find even more Spots.
- ★ If you only have 98% of the Spots when you reach the caged Cool Spot in the upper-right corner, don't panic. Jump up and left into the block to the left of the cage to find two hidden Spots.

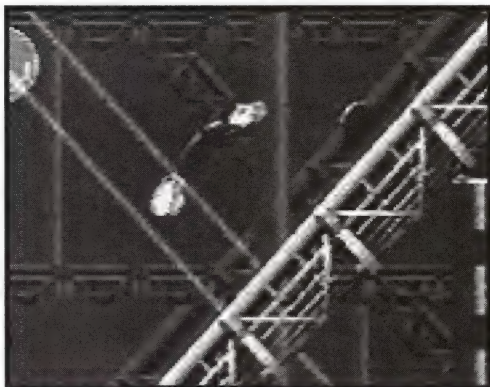


The green blobs will explode into pieces when you blast them. Shoot or avoid the pieces.

Cool Spot

Level 6: Radical Rails

- ★ There are **no enemies** in this level, so all you have to do is collect Spots and open the cage in the upper-right corner of the level. Use small jumps to climb up the rails and search the rails and the bottom of the level to find Spots.
- ★ There's a **7-Up symbol** at the beginning of the level, in the upper-left corner. It's almost impossible to find 100% of the Spots before time runs out, so go for 85% and then head for the cage. Jump behind the elevator to the right of the cage for two more Spots before you shoot the lock.



Use small jumps to climb up the rails, while searching them for Spots.

Level 7: Wound Up

- ★ This level is a lot like Level 5, with the same graphics and Spots hidden in the same types of locations.
- ★ Look for **four stacks of blocks** in the upper-right corner of the level (one block, then a 2-block stack, then 3 blocks, then 4 blocks), just below the caged Cool Spot. Go left from the stacks to find a **1-Up** on a small ledge, then jump back to the stacks. Walk into the bottom blocks in the 3- and 4-block stacks to find a bunch of Spots, then jump onto the left side of the cage to find another Spot.



Find the four stacks of blocks, then go left to find a 1-Up on a small ledge.

Level 8: Loco Motive

- ★ Walk through each train car to collect the Spots inside, then jump on top of the car and collect the Spots on top. There's one train car with a tennis ball on it. Jump behind the ball to grab two hidden Spots, then jump above the ball for two more Spots.

- ★ There's a **7-Up recharge** at the end of the train (the far right side of the level).

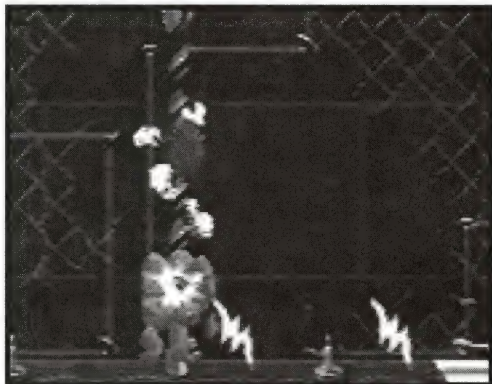


Don't miss the four 7-Up symbols on the far left side of the level (worth 28 Spots!).

- ★ There are **four 7-Up symbols** (that's 28 Spots!) on the far left side of the level, just about one screen above the train engine. After you hit the first checkpoint flag, jump onto one of the UFOs on the far left side of the screen and let yourself fall down the UFOs. You'll grab all the symbols, but you'll also drop down to the engine and have to walk all the way back to the end of the train.
- ★ When you reach the **caged Cool Spot** in the upper-right corner, drop down the UFOs below the cage to find a **7-Up symbol** and two Spots. Jump to the left on the UFOs or you'll drop down to the train. When you get the second Spot, jump up and right back to the cage.

Level 9: Back To The Wall

- ★ **Remember Level 3?** If you do, you'll suffer some major déjà vu playing through this level. The only new enemies are the bouncy lightning bolts. Watch out for the bolts when you're climbing down a cable. Keep jumping around behind the pipes to find all of the hidden Spots (and there are plenty of them to find).



The bouncy lightning bolts are the only new enemy. Watch for them on the cables.

Cool Spot

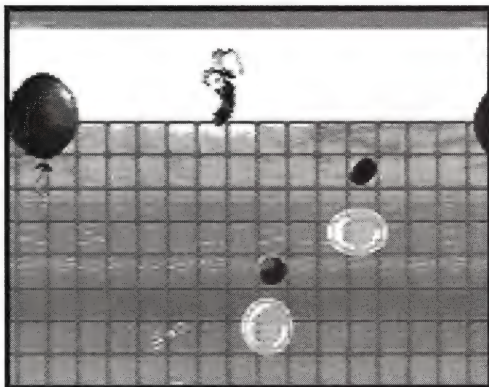
- ★ When you reach the **caged Cool Spot** in the lower-right corner, you won't have enough Spots to reach the **bonus level**. Walk to the right, past the cage, and bounce off the bubble into an area with lots of Spots (some hidden) for the taking.

Level 10: Dock And Roll

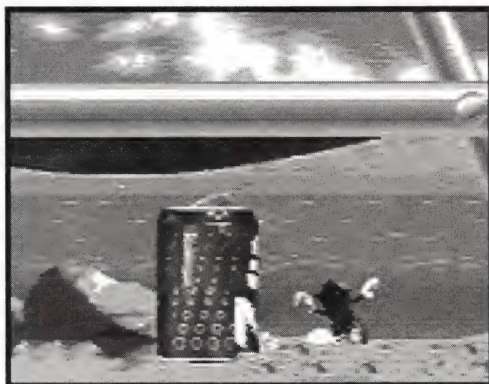
- ★ Jump up the **nails** at the beginning of the level to find a 7-Up symbol. This level is a lot like Level 2, so use the same strategies that you did before. The caged Cool Spot is in the upper-right corner.

Level 11: Surf Patrol

- ★ Most of the **Spots** in this level are in the air. Grab onto the balloons and let them float to the Spots, instead of trying to jump for them.
- ★ Search the chair for some **hidden Spots**. There are two hidden Spots behind the 7-Up can under the chair, and behind another 7-Up can to the right of the chair.
- ★ There are **two hidden Spots** behind the 7-Up bottle to the right of the cage.
- ★ Complete this level and you get to watch the all-too-brief ending animation. First, you watch the eleven Cool Spots you rescued go through various animations. When the animations are finished, the credits scroll past. And that's it!



You'll have to perform some creative acrobatics to reach most of the Spots.

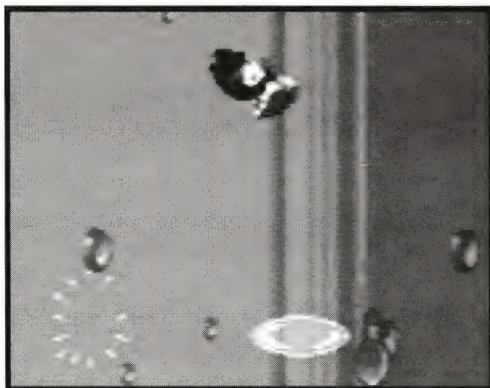


Check behind the 7-Up cans to find a few hidden Spots.

Bonus Levels

★ BONUS LEVEL 1 (U):

Bounce to the top of the bottle to find the letter U. There are two watches on the far left and far right sides of the bottle, near the top. You need to get them both to have enough time to grab all of the Spots and 7-Up symbols.



★ BONUS LEVEL 2 (N):

Bounce to the top of the bottle and take the clock, then bounce to the far right side of the bottle to find the letter N.

Use the bubbles to bounce up, aiming for the top where valuable items float.

★ BONUS LEVEL 3 (C):

The mines appear for the first time in this bonus level. Shoot the mines to destroy them. Jump into the tiny bubbles and you can float upward in them for a few seconds before they pop. Look for clocks in the upper-left corner of the bottle and the right side of the bottle, near the top. The letter C is in the upper-right corner.

★ BONUS LEVEL 4 (O):

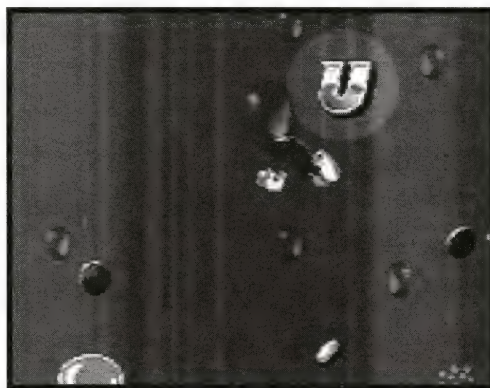
The letter O is in the upper-left corner of the bottle, surrounded by mines. There are two clocks: One of them is below the O, and the other is in the upper-right corner.

★ BONUS LEVEL 5 (L):

To get the letter L, you have to bounce to the middle and top of the bottle, then fall through the mines. There are clocks on the left and right sides of the bottle, both about halfway up.

★ BONUS LEVEL 6 (A):

There are two clocks in the upper-left corner of the bottle. The letter A is in the upper-right corner, below two bubbles and some mines. Pop the bubbles and steer to the left of the mines, then steer right to take the A.



Each U-N-C-O-L-A letter you collect will earn you a continue.

ECCO THE DOLPHIN

BY SEGA OF AMERICA

Introduction

This is without a doubt the most unique Genesis game you'll ever play. It's part "dolphin simulator" and part action/adventure, as you guide a young dolphin named Ecco on a quest to find his lost pod (group) of dolphin friends. The graphics are incredible, especially the animation of Ecco, which was digitized from film footage of a real dolphin.

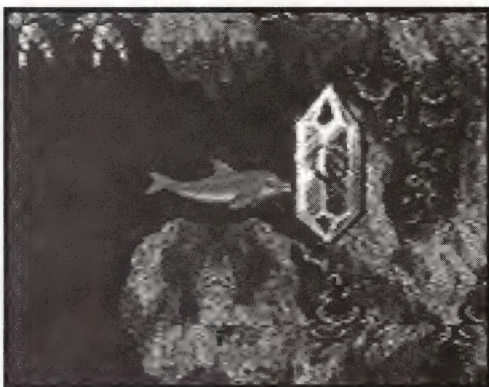
With more than 20 levels, and a difficulty setting that automatically adjusts to how good (or bad) a player you are, Ecco provides plenty of challenge to even the best players.



Ecco is one of the most unique games we've played. It's best described as a dolphin simulator.

Awesome Strategies

- ★ Use your **Sonar** to call up Ecco's map frequently. As the levels get more complicated, it's important to keep track of where you've been and where you're going—which is almost impossible to do without using the map to guide you along.
- ★ Whenever there's a **Barrier Glyph** blocking your way, you need to find the Glyph that gives you the ability to pass the Barrier by shooting it with Sonar. Finding these Glyphs is the key to getting through the game.
- ★ Find and remember the locations of **fish and Shelled Ones** on each level to restore your energy. It's usually taking too much damage, not run-



Shoot Sonar at the Glyphs to remove the Barrier Glyphs elsewhere.

Ecco The Dolphin

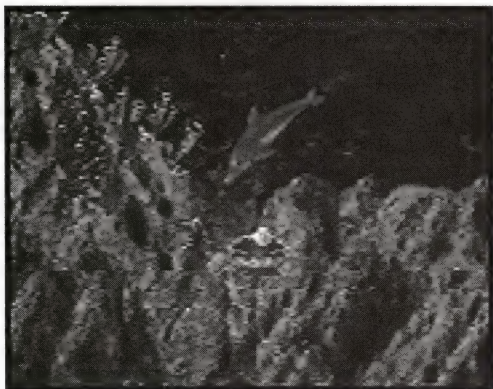
ning out of air, that kills you.

- ★ The **first five levels** in Ecco are some of the toughest in the game, and most players are able to make steady progress once they get past them. That's why this chapter gives you detailed instructions for these early levels, then general tips for later levels.

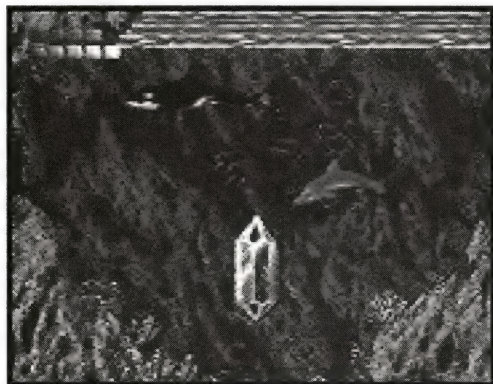
- ★ When you press the **B button to charge**, there's a slight delay before you can start swimming again. Press C immediately after pressing B to eliminate the delay.

THE HOME BAY

- ★ Talk to a few dolphins with your song, then use the C button to build up speed and **jump high into the air**. If you jump high enough, the screen flashes and all of the sea creatures—including your dolphin pals—are sucked out of the ocean. When you drop back into the water, swim right and down to find a tunnel to the next part of the level.
- ★ Talk to the dolphin for a bit of information. Swim right and jump over the island, then swim down and left into the tunnel. From here, swim left and jump over the rock. Continue left to the **"intersection"** of tunnels. Swim downward (use charge to destroy the **jellyfish**), right to the intersection, and down again. Swim right at the next intersection to find a Glyph and a killer whale.
- ★ Touch the Glyph and talk to the **killer whale**. He'll tell you about the Big Blue before swimming away. Now swim out of the tunnels and back into open water. Swim right, through the groups of jel-



Remembering the locations of the "Shelled Ones" is crucial to survival.



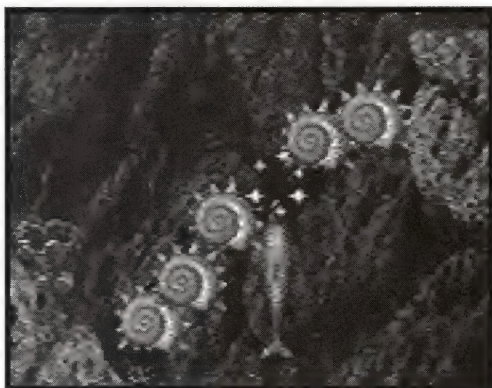
To remove the Glyph Barrier, search for this Glyph in the tunnels.

Ecco The Dolphin

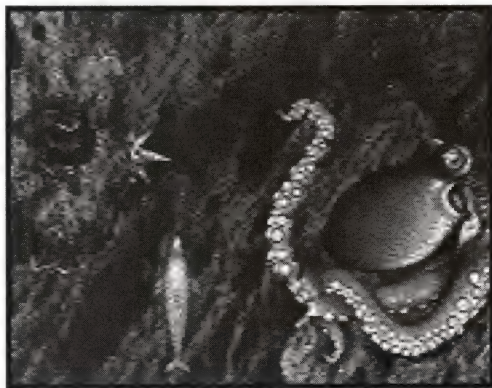
lyfish, as far as you can, then swim downward to find a Glyph. Shoot the Glyph with your Sonar and swim into the tunnel to enter The Undercaves.

THE UNDERCAVES

- ★ Touch the Glyph and then quickly swim across the intersection so the current doesn't push you down into the spikes. Shoot the Glyph and swim left to a **wall of shells** blocking your way. Smash the shells with your charge and swim up and left to a Glyph. Shoot the Glyph for a hint about Eight Arms, an octopus you'll encounter later on.
- ★ Swim right, past the shell, and into the narrow tunnel. Swim up into the air pocket and take a breath, then go back down and right to the intersection. Swim up and right, then use your charge as the current pulls you to hit the **puffer fish** in your path. At the end of the tunnel is a Glyph. Touch it, then turn left and charge to fight the current. Leave the tunnel and swim to the shell you passed earlier.
- ★ Push the **shell** right off the ledge and keep pushing it right into the rock wall. Swim right into the tunnel and keep going until you reach the air pocket. Take a breath, then swim right and shoot the Glyph. Continue right to another air pocket and eventually another Glyph. You can't pass this Glyph—at least not yet.
- ★ Swim up and *slowly* move past **Eight Arms**. Swim too fast and he'll lash you with his tentacle. If you're seriously hurt, swim back into the tunnel and look for a Shelled One next to a Glyph (the same Glyph you passed earlier). Shoot the Shelled One and catch the bubbles to heal yourself, then go back to Eight Arms and try again.



Use the charge attack to smash these shells.



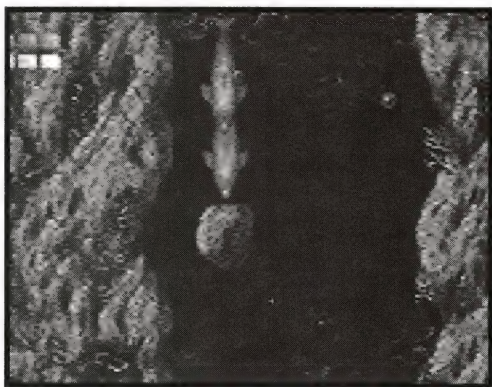
Swim very slowly as you pass by Eight Arms, or you'll be attacked by his tentacle.

Ecco The Dolphin

- ★ Once you pass **Eight Arms**, swim left to the Glyph and touch it, then return to Eight Arms and swim past him again. Shoot the Glyph and swim down and left into the tunnel. Swim carefully past the spikes and keep going left to a Glyph. Touch it and swim right out of the tunnel. Swim up and right, shoot the Glyph, and swim into the tunnel to The Vents.

THE VENTS

- ★ There are **three trapped dolphins** in this level: two are easy to find, but the third is in a maze of tunnels.
- ★ **Dolphin #1:** From the start of the level, swim down and right. Push the rock left off the ledge, then follow the rock downward until you reach the sea floor. Swim left into the tunnel and follow the tunnel to find the dolphin. Swim slightly ahead of the dolphin until he starts following. Now swim right and let the current push you to the surface. Swim up and left to leave the dolphin with his friend.
- ★ **Dolphin #2:** Swim right along the surface of the water and jump over the islands until you can't go any further. Swim down and push the **rock** off the edge. Follow the rock down to the second tunnel on the left and swim left into it. Touch the Glyph and swim right into the current. Push the rock again, and this time, follow it all the way down to the Glyph. Shoot the Glyph and continue down into the tunnel with the dolphin. Get him to follow and swim back to his friends.
- ★ **Dolphin #3:** Swim down to the rock and very gently push it off the ledge. Follow it downward to the fourth tunnel on the right, then swim right into the tunnel. Keep going right until you hit a current that pushes you upward. Swim left and take a breath in the air pocket, then swim right and push the rock off the ledge. Follow it down to the first tunnel on the left. Swim left and touch the Glyph. Go back to the right and the current will push you back up to the rock. Push the rock off the ledge and follow it all the way down. Swim right into the tunnel.
- ★ From this point, keep following the tunnel, and use your Sonar to find Glyphs and touch them so you can shoot past the Barrier Glyphs in your



Follow the rock as it falls to avoid being swept upward by the current.

Ecco The Dolphin

way. You'll also have to pass a few shell walls; use your charge attack as before. When you find the dolphin, take him back to his friends.

- ★ Time to split this level! Swim to the far right and use the rock to swim down to where you found the second dolphin. Swim into the tunnel just above where the dolphin was and swim right to exit the level. (You can exit before saving all three dolphins, but don't do it.)

THE LAGOON

- ★ This is another "save three dolphins" level, only harder than The Vents. This is where a lot of players get stuck, so read carefully.
- ★ **Dolphin #1:** From the start of the level, swim left and jump over two islands, then swim down and left to find a shell. Follow the shell as it slides down and breaks through the rock. Swim right past the spikes to find the dolphin. Touch the Glyph here, then swim up and right and a **ring of stars** will appear. Use your Sonar to push the ring left, then up and into the boulder to destroy it. Swim upward, then swim right along the surface to find the mother dolphin.
- ★ **Dolphin #2:** Swim left and jump over one island, then swim down past the **sharks** to find a dolphin. Swim back up and right to the mother dolphin.
- ★ **Dolphin #3:** Swim left and jump over one island, then swim down to a tunnel on the right. Go into the tunnel and charge the shell to destroy it. Now swim down and right until you find a ring of stars. Shoot the ring up and left past the spikes, then up to the octopus, then right to destroy the rock. Swim right along the tunnel and shoot the Glyph.
- ★ Swim right and take a breath at the air pocket, then shoot the **Shelled One** to heal any damage you've taken. Now swim down, left at the intersection, down, and left to find the dolphin. Swim back to the mother dolphin.
- ★ Swim left and jump over one island (sound familiar?), then swim down past the sharks to the tunnel on the right. Swim through the tunnel to the octopus, and swim right to the air pocket you were at before. Take a gulp of air, use the Shelled One to heal any damage, then swim straight down to the bottom of the tunnel. Swim left past the **tentacles** and push the shell left off the ledge so that it breaks through the rock wall below.
- ★ Swim right past the wall, then swim into the narrow tunnel. Use your charge to fight the current and swim left. There's a Shelled One along the way, so use it to recover your strength, then continue left to the air pocket. Take a breath, then swim left and up to find a **star ring**. Shoot the ring down and left to the tunnel, then shoot it left. The ring will eat through the rocks at the end of the tunnel.

Ecco The Dolphin

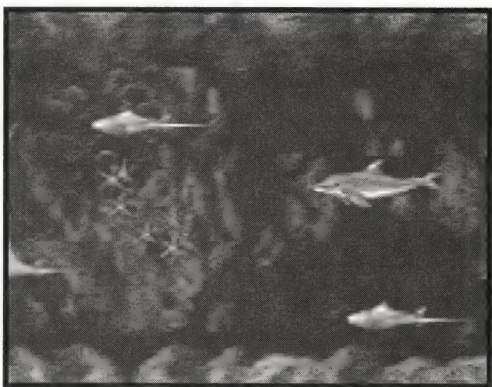
- ★ Almost finished! Swim up and right, then use your charge to swim upward and destroy the **falling shells**. Keep swimming up to enter the next level.

RIDGE WATER

- ★ Swim right and look for a rock. Push the rock left off the ledge and follow the rock to the bottom of the shaft. Quickly swim left into the tunnel, then push the **shell** left into the rock wall. Swim left to find another shell with a shell wall above it. Swim left from here and let the current push you upward. Swim right and touch the Glyph (also take a breath from the air pocket).
- ★ Swim back down to the **shell** (use your charge to fight the current) and push it left so it drops and breaks through a rock wall. Swim through the wall and follow the tunnel to an intersection. Go up at the intersection and breathe from the air pocket, then go back down and right. Shoot the Glyph out of your way.
- ★ Swim up and right to a tunnel filled with **manta rays**. Charge right to the end of the tunnel to find a star ring and a Shelled One. Shoot the Shell and catch the bubbles to heal damage, then shoot the ring to the left, through the mantas. At the end of the tunnel, shoot the ring down and left, then right into the rock wall. The ring will disappear if you take too long, so be quick.
- ★ Swim past the wall, then swim down and right into a narrow tunnel. Swim right and up to an air pocket, then down and right until you reach an opening. Swim up through the opening to a small tunnel with a star ring inside. Shoot the ring down to the tunnel, then shoot it right into a rock wall.



THE LAGOON: Use the star ring to eat through the rocks.



If you waste too much time pushing the star ring, it will disappear.

Ecco The Dolphin

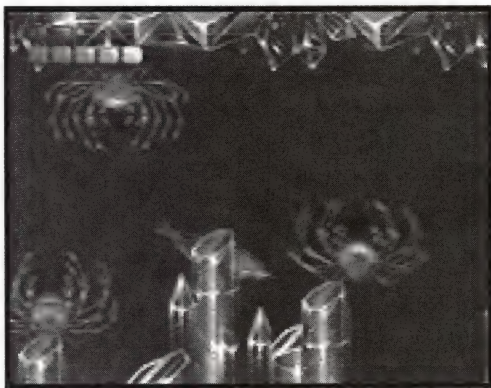
- ★ Swim right past the opening and up into an air pocket, then swim down and left to the opening. Swim up and follow the tunnel upward until you reach the surface of the ocean—and a **pod of dolphins!** Now swim left to find a Glyph and killer whale. Talk to the whale and touch the Glyph. Now swim back to the right and look for a Barrier Glyph below the dolphins. Shoot it out of your way, then swim down and right to find the exit to the Open Ocean.

OPEN OCEAN

- ★ Stay at the bottom of the screen and swim quickly to the right, using your charge to destroy any **sharks** in your way. Swim to the surface when you need air, then return to the bottom and keep swimming. It takes about a minute of full-speed swimming to reach the exit to the Ice Zone.

ICE ZONE

- ★ Fantastic new graphics are your reward for making it this far into the game, but watch out for the **huge crab monsters**. They are *tough* to kill and do a lot of damage.
- ★ There are only **two Glyphs** in this level. To find the first Glyph, jump up and left onto the ice and you'll start sliding left. Jump over the first hole and let yourself fall into the second. Swim down and left to find the Glyph, then swim back up to the hole. Jump up and left and slide to the next hole. Eat some fish to recover strength, then jump up and right. Use the ice to slide right as far as you can, then swim down and left to the Barrier Glyph. Shoot it and swim into the tunnel to enter Hard Water.



The huge crab monsters are tough to kill, and cause major damage to Ecco.

HARD WATER

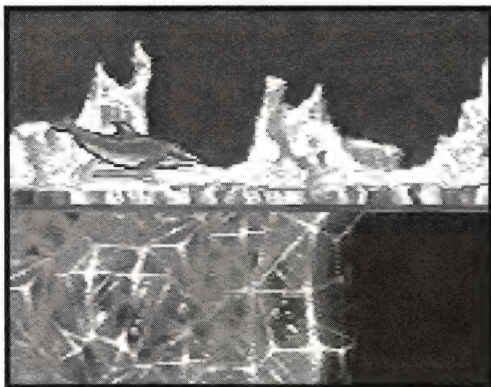
- ★ Jump onto the ice and slide left to the first hole, then swim down to the Glyph. You'll have to pass through several groups of **moving ice blocks**. Don't get trapped by a block or you'll be crushed.
- ★ Touch the Glyph and swim back up to the hole. Slide left on the ice

Ecco The Dolphin

to find a small group of fish. Chow down on the fishes and hop back onto the ice. Slide all the way to the last hole on the right, then swim downward into a chamber filled with moving ice blocks. Swim up through the ice blocks and shoot the Barrier Glyph, then swim up into the exit to Cold Water.

COLD WATER

- ★ Swim down, left and up into a narrow tunnel with a current. Charge against the current and jump up and left onto the ice. Slide left to find the Glyph, then slide back to the right. Jump over the current hole, and the three spikes, then drop into the next hole. Swim down to the Barrier Glyph and shoot it. From here, it's just a short distance to the **Big Blue**. To find the exit, slide across the ice to the hole on the far right.



Ecco can safely slide across ice, but some holes contain dangerous objects and enemies.

ISLAND ZONE

- ★ This isn't a tricky level, it's just really *big*, making the Glyphs hard to find. Use the **Map** frequently to find your way. Look for an **arrow on the Map**, which is the exit to Deep Water.

DEEP WATER

- ★ Swim down through the network of tunnels to find a **huge swirling ball creature** called an **Asterite**. It will send you on a quest to **Atlantis** (the plot thickens!). Swim left out of the Asterite's chamber and keep swimming left to enter The Marble Sea.

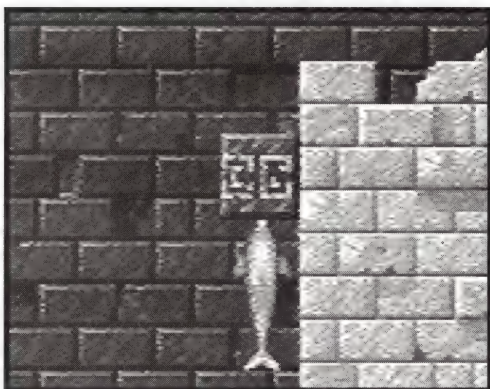
THE MARBLE SEA

- ★ Use your charge attack to break through **yellow chains** in this level.
- ★ Shoot the **statue** to become invincible for a few seconds. When the invincibility wears off, you'll have full strength and a full supply of air. Cool!
- ★ You don't have to use the star ring in this level unless you want to destroy the **crystals** moving up and down in the tunnel.

Ecco The Dolphin

THE LIBRARY

- ★ This level has many Glyphs filled with information left behind by the Atlanteans. Shoot all of the Glyphs to find out who took your pod and why the Atlanteans deserted their city.



To move the block past several pits you must balance it on your nose.

- ★ Later in the level, you have to move a block through **several pits**.

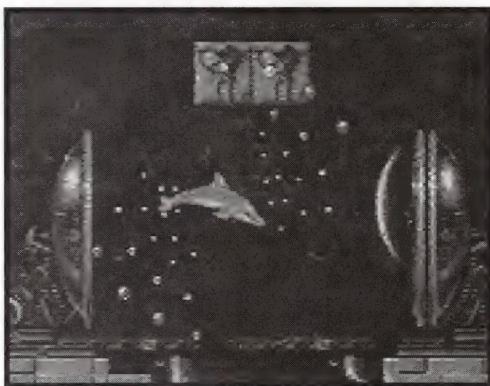
Swim down to the block, then slowly turn upward, to balance the block on your nose. Swim upward until the block drifts to the right. To get the block over the final hill, charge into it.

DEEP CITY

- ★ Before you can get started on this level, you have to jump over the **huge wall on the right**. Use the C button to build up speed, then press B just before you leave the water for an extra burst of speed. Once you're over the wall, the rest of the level is straightforward. Remember to shoot the statues for invincibility.

CITY OF FOREVER

- ★ There are **two ways through the City**: a *long* path and a short path. There's nothing interesting on the long path, just a series of near-impossible jumps, so we suggest you take the short path. From the start of the level, swim along the tunnel until you find another tunnel going up and right. Swim up this tunnel and shoot the statue, then swim back down and into the large chamber (which is blocked by a wall until you shoot the statue).
- ★ Swim into the circle to teleport to a new location.



Swim into the circle to teleport to a strange machine.

Ecco The Dolphin

- ★ Swim up and shoot either side of the strange machine. Your beam activates the machine and sends you to Jurassic Beach.

JURASSIC BEACH

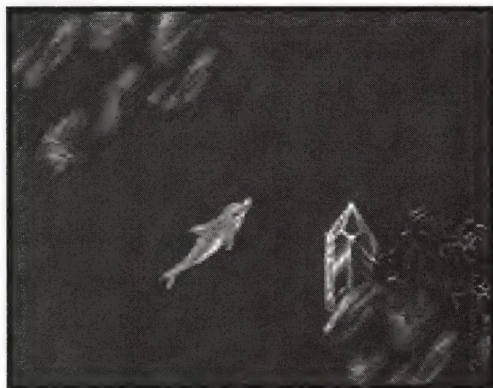
- ★ Swim left to find a Glyph, and shoot the Glyph for a new song. Jump into the air and sing the song to call a **pteranodon** onto the screen. Keep jumping until the pteranodon grabs you and carries you to the next part of the level.
- ★ Swim down to the craters and look for the **craters with bubbles** coming out of them. You can swim *through* these craters into hidden passages. Go into the crater on the right first for a Glyph, then enter the one on the left. You shouldn't have any problems from here.



Sing a song to attract the pteranodon, then jump until he grabs you.

PTERANODON POND

- ★ Jump left over the island, shoot the Glyph, then jump in the air and shoot to call the pteranodon. It will carry you to the left. From here, the level is simple, except for a hard-to-find **Glyph** almost completely hidden inside a crater. Swim at the bottom of the tunnel (and use your Map) to find it. There's also a Glyph that you should both touch (to shoot through a Barrier Glyph later on) and shoot (for temporary invincibility).



There is a very hard-to-find Glyph in Pteranodon Pond. Use your map to find it.

ORIGIN BEACH

- ★ There's another hidden Glyph to find, this time against a wall. Use the Map to find it. Otherwise, just your basic Glyph-hunting level.

Ecco The Dolphin

TRILOBITE CIRCLE

- ★ Jump right over the island and swim down to the **seahorse**. To attack the seahorse, charge into it, then quickly swim away to avoid the baby **seahorses** it spits at you. You don't actually need to attack the horse, though; just swim over its head, then shoot and touch the Glyph.
- ★ The exit to this level is placed in the air. Jump into the air to literally fly into the next level, Dark Water.

DARK WATER

- ★ There's a very important **invincibility Glyph** in this level. Find it and use it often.
- ★ You don't need to shoot through the first of the two Barrier Glyphs between you and the Asterite. Just swim through the narrow tunnel above the two spikes and make your way left and down to the Glyph that lets you shoot through the second Barrier Glyph. After shooting the second Glyph, swim up and through the wall into the **evil Asterite's** chamber.
- ★ To kill the Asterite, **charge and hit four globes of the same color**. Stay on the left side of the Asterite and move up and down to avoid being hit by its electric beam. You have to hit four globes in a row. For example, if you hit three browns, then hit a green, you now have to hit four greens. Destroy the Asterite to enter the next level.



To destroy the Asterite you must charge into four globes of the same color.

DEEP WATER

- ★ Swim down to the Asterite and **touch the flashing globe** to restore its strength. Swim left out of the chamber and continue left to the City of Forever.

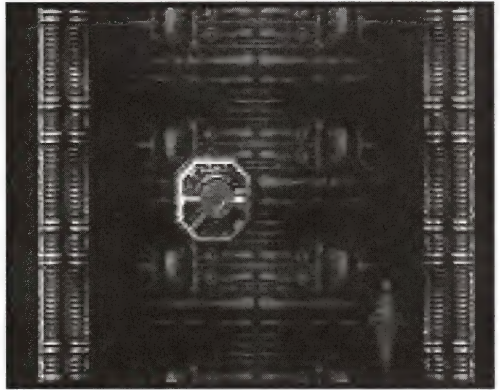
CITY OF FOREVER

- ★ This level is the same as before, so swim to the time machine and use it again to go back to the beginning of the game! Jump high into the air and you'll be sucked into the ship of the Vortex.

Ecco The Dolphin

THE TUBE

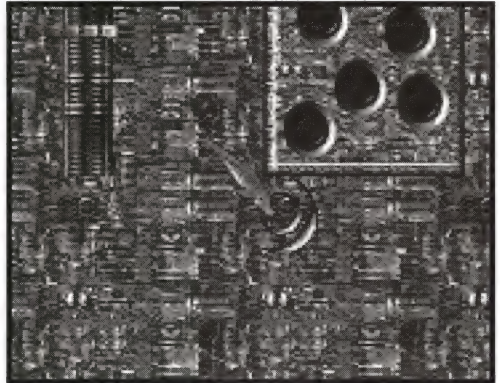
- ★ This level only takes about two minutes from start to finish, but it's very tough, with **electric beams and barriers** to dodge. The barriers do more damage than the beams, but you can destroy the barriers with your charge attack. It's better just to avoid them, though. Use your Sonar to destroy floating rubble.
- ★ The key to surviving The Tube is knowing when the barriers stop appearing on the screen. Once they do, you can swim to the right side of The Tube and cruise to the end of the level. Try timing yourself from the start of the level; after a minute and twenty seconds, move to the right.



Time yourself in the tube for about one minute and twenty seconds, then swim right.

WELCOME TO THE MACHINE

- ★ Keep shooting rapidly to destroy the **aliens** and aim for their heads. If you hit their bodies, the heads continue to chase you.
- ★ Always stay in the middle of the screen and wait for the screen to scroll in a new direction. There are a few dead-end passages near the end of the level, so don't duck into what seems like the right path too early.



Always stay in the middle of the screen and wait for the screen to scroll in a new direction.

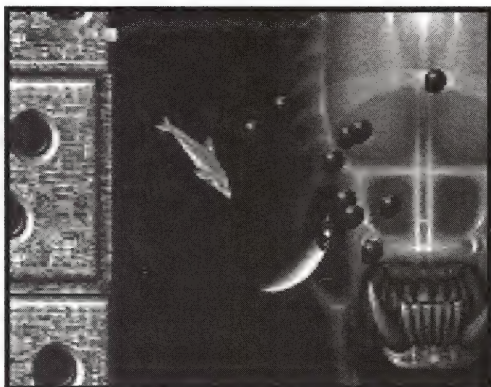
THE LAST FIGHT

- ★ Start shooting as you fall down the shaft to destroy the **alien** at the bottom of the shaft. (More small aliens will appear, so watch out for them.) Swim right and down, then **shoot the eye of the mother alien**. The mother spits out bullets when you hit her eye, so stay high in the water to avoid them. The mother also moves left and right, so when she gets close to one side of the chamber, swim to

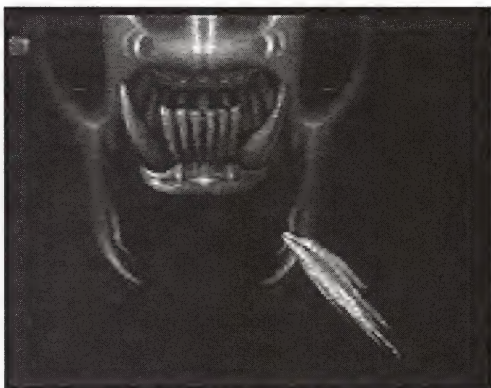
Ecco The Dolphin

the opposite side and attack her other eye. It takes seven hits to destroy each eye.

- ★ Once both eyes are gone, **start ramming the alien in her jaw.** *Don't* charge when the mother is sucking water into her mouth or you're dead. After ramming the jaw four times, it breaks off and another one appears. Ram the second jaw four more times and a third jaw appears! Ram the jaw three more times to destroy it for good. Now start ramming the area where the jaw used to be until the mother alien starts to explode. You've won! The ending sequence is pretty lame, with just a few scenes of Ecco and his friends, then programmer credits.



*Shoot the eyes of the mother alien.
Each eye takes seven hits to destroy.*



*Ram the mother alien in her jaw,
but don't charge when she's sucking in water!*

Awesome Strategies

- ★ **INVINCIBILITY:** Enter a password, and when the password screen is displayed, press and hold A, B, and C. Now press and hold START until the actual game screen (with Ecco) appears. Let go of all the buttons, then press START to unpause the game. You're now invincible to damage, and won't die even if you run out of air.
- ★ **PASSWORDS:** Use these passwords to skip to any level. If you use *The Last Fight* password and then die, you'll be sent back to *Welcome To The Machine*.

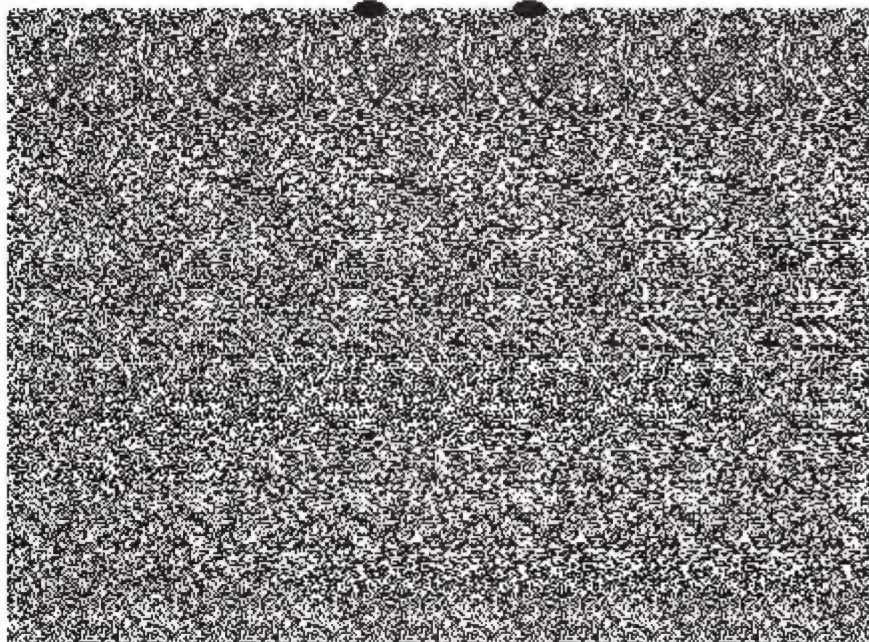
The Undercaves: UYNAINCC

The Vents: FKWLACCA

The Lagoon: NDRBRIKR

Ecco The Dolphin

Ridge Water: HYAUGFLV
Open Ocean: FNCQWBMT
Ice Zone: DWFFZBMV
Hard Water: QGDJRQLA
Cold Water: MCLFRQLW
Island Zone: UWXIOQLK
Deep Water: EILQOQLC
The Marble Sea: XAKUQQLS
The Library: FDGXQQLC
Deep City: ZUVPQQLU
City of Forever: AABBRQLU
Jurassic Beach: PLABUNLT
Pteranodon Pond: FQREUNLI
Origin Beach: QXKIUNLX
Trilobite Circle: OBEMUNLX
Dark Water: JNXPUNLA
Deep Water: EQAAKNLC
City of Forever: ZBPIGPLD
The Tube: KUVKMLK
Welcome To The Machine: SDDBKMLG
The Last Fight: KNLMLMLC



See page 292 for viewing instructions.

FATAL FURY

BY TAKARA

Introduction

The hit Neo•Geo fighting game comes to the Genesis with a few variations. This is both good news and bad news. The bad news is they've removed two opponents (Hwa Jai and Billy Kane). The good news is they've added the two other selectable fighters as opponents to fill in the spaces, and if you use any of the bosses in the two-player game you'll be able to perform two special moves.



The resemblance to the arcade version is amazing, but the gameplay is slightly changed.

Awesome Strategies

- ★ **Watch the shadows** on the ground closely to judge if your opponent is near the front or the rear of the sidewalk.
- ★ You can punch and kick 'til your face turns blue, but if you want to defeat an opponent you need to **master the Special Moves**. Each of the three characters has their own four special moves, which are performed using various difficult controller sequences. Some are as easy as pressing a button repeatedly, while others require precise timing between the control pad and a button. Select the two player "Street Fight" mode, so you can use the second player as a punching bag as you practice.
- ★ When you feel you have the special moves mastered, play the **Champ**.



Mastering the Special Moves is the key to becoming a Fatal Fury champ!

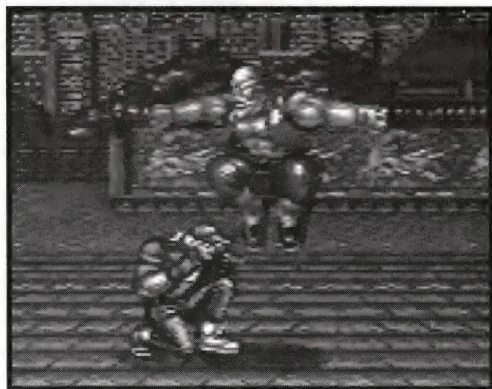
Fatal Fury

ion Battle against the computer beginning on the easy level, increasing the level as you feel more confident. The ultimate goal is beating the computer on the hard level — then you're ready to challenge the best players at your local arcade.

- ★ Offense is only half of the key to successful fighting.

Defense is the key to staying alive. You'll beat the best when you mix

well-timed blocks with rapid punches and special moves.



*Defense is the key to survival.
If you're too aggressive you'll get hurt.*

Special Moves

- ★ If you've mastered the arcade version of Fatal Fury, you're ready to play the Genesis version, with the exception of one move. The **Hurricane Uppercut** has been slightly changed to make it easier to perform. In the arcade you would have to hold down on the stick and roll it right and up diagonally as you press the A button. On the Genesis version you begin by holding the control pad straight to the left, then roll it down and to the right as you press the Y button. The other special moves are the same as the arcade, but we'll run through them once here for the beginners. Remember to press the button indicated the moment you finish rolling or moving the control pad (not a moment sooner or a moment later). **All of these moves assume the fighter is facing to the right.**

TERRY BOGARD

- ★ **Burning Knuckle:** Terry shoots forward with his fist stretched out. Begin with the control pad held straight down, then roll it around to straight left,

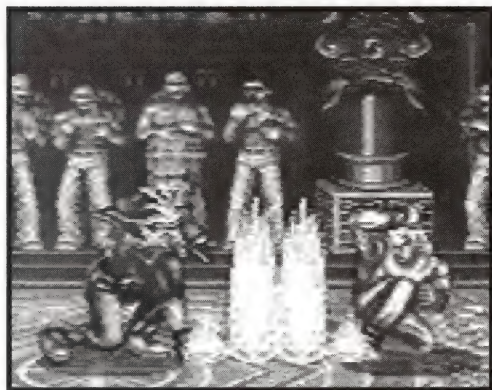


*Use Terry's Burning Knuckle
to catch an opponent off guard.*

Fatal Fury

pressing the A button the moment you press the control pad straight left.

- ★ **Slam Attack:** Terry lays on the floor and spins with his legs in the air. Hold down, then press up and A simultaneously.
- ★ **Supershot Kick:** Hold straight down on the control pad, then roll it left and up/left diagonally as you press the B button.
- ★ **Power Wave:** This punch to the floor sends a wall of flames into your opponent. Hold straight down on the control pad, then roll to straight right as you press the A button.



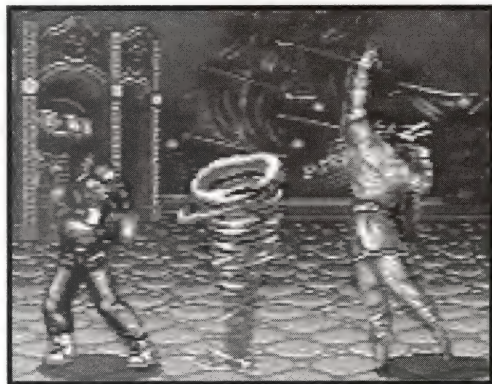
Use the Power Wave to send flames across the floor to your opponent.

ANDY BOGARD

- ★ **Flying Punch:** Sends a ball of fire at your opponent. Same move as Terry's Burning Knuckle.
- ★ **Dragon Bullet:** Andy spins with arms stretched out. Hold the control pad down, then roll it right and to the upper-right diagonally as you press the A button.
- ★ **Body Spin:** Charge forward in a blur. Hold the control pad down and left diagonally, then quickly move to straight right as you press the A button.
- ★ **Shotgun Kick:** A flying kick through the air. Hold the control pad down and left diagonally, then go straight to diagonally up and right as you press the B button.

JOE HIGASHI

- ★ **Slash Kick:** A lightning fast kick at chest level. Same move as Andy's Shotgun Kick.
- ★ **Hurricane Uppercut:** Sends a hurricane at your opponent. Hold the control pad straight left, then roll it down and around to straight right as you press the A button.
- ★ **Tiger Kick:** Leap forward in a flash with the fury of



The Hurricane Uppercut is similar to Terry's Power Wave.

Fatal Fury

a tiger. Hold the control pad straight down, then roll it to the right and around to straight up as you press the B button.

- ★ **Machine-Gun Punch:** An extremely rapid punch. Press the A button rapidly and repeatedly.

GEESE HOWARD

- ★ **Violent Wave:** It's his only special move, sending a wave of flames across the floor. Hold the control pad straight left, then roll it down and around to straight right as you press the A button.

MICHAEL MAX

- ★ **Tornado Uppercut:** Looks like Joe's Hurricane Uppercut. Hold the control pad diagonally down and left, then roll it down and around to straight right as you press the A button.
- ★ **Gust Straight Punch:** Michael lunges forward with a strong, out-stretched fist. Hold the control pad left, then press it straight to the right as you press the A button.

RICHARD MEYER

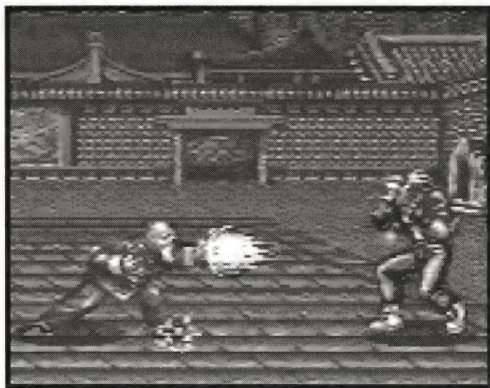
- ★ **Rolling Attack:** Richard performs a cartwheel-like kick. Hold the control pad down, then roll it to straight right as you press the B button.
- ★ **Spider Kick:** Hang from the ceiling and kick straight out with both legs. Hold the control pad straight down, then press it straight up as you press the B button.

DUCK KING

- ★ **Head Spin Attack:** Roll into a ball and fly across the screen. Hold the control pad straight left, then press it straight right as you press the A button.
- ★ **Cannonball Attack:** Roll into a ball, then leap across in the air. Hold the control pad straight down, then roll it right and to the up/right diagonal position as you press the B button.

TUNG FU RUE

- ★ **Flying Wheel Kick:** A spin kick through the air. Hold down on the control pad, then roll it left and to the up/left diagonal position as you press the B button.
- ★ **Palm Slap:** Shoots flames from his hands. Hold the control pad straight down, then roll it to straight right as you press the A button.



Get close to your opponent, then surprise him with Tung Fu Rue's Palm Slap.

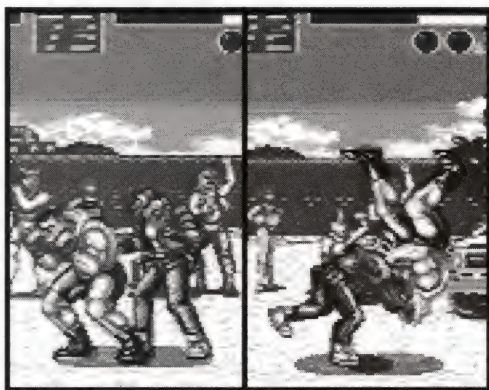
Fatal Fury

RAIDEN

- ★ **Killer Fog:** Shoots a spray into your opponent's face. Hold straight left, then press straight right as you press the A button.
- ★ **Rocket Attack:** Dive into your opponent. Hold straight down, then roll to straight left as you press the A button.

Walkthrough For Terry Bogard

- ★ This walkthrough will help you survive the challenge to the final boss (Geese Howard) playing with the difficulty set to Hard.
- ★ **MICHAEL MAX:** This is the toughest of the opponents, and the first challenge you choose will be your easiest. The following opponents will be randomly chosen. Michael follows nearly every Tornado Uppercut with a Gust Straight Punch (lunging forward with his fist) or a jump into the air. Block the Tornado Uppercut, then if he uses the Gust Straight Punch, keep blocking. If he jumps, walk under him to get behind him and grab him as he lands, then throw him to the ground quickly. Michael also has a tendency to attack with rapid punches and Tornado Uppercuts at close range. Kneel down and block, then low kick his feet when he's within reach.
- ★ **RICHARD MEYER:** (Actually, the manual says "MYER" but we'll go with the spelling in the game.) Taking short steps forward and ground kicking is an effective offense during most of his moves — especially when he's spinning. He's more of an offensive player (rarely



When Michael jumps into the air, walk under him, then grab and throw him to the ground.

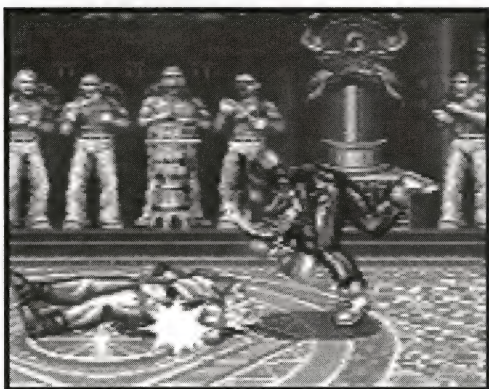


Take short steps forward to get close to Richard, then ground kick him.

Fatal Fury

using blocks), so most of the less aggressive moves (especially the low ground kick) are very effective. If you can get him cornered, jump at him and kick him, then immediately jump and kick again as often as you can get away with it.

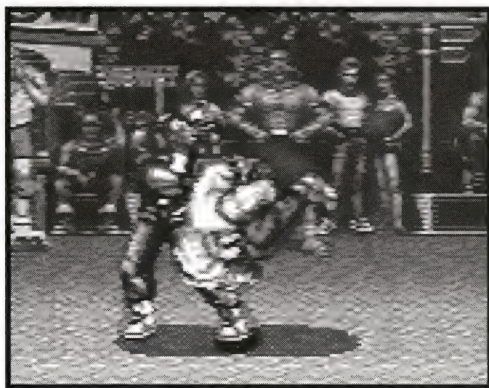
- ★ **ANDY BOGARD:** This opponent appears randomly between other bouts. Defense is the key to defeating Andy. He tends to jump often, making it possible to use the same attack used for Michael. As he jumps, walk under him to get behind him and grab him as he lands, then quickly throw him. After throwing him to the ground, quickly throw a Power Wave, which may or may not hit him before he stands up. During the rest of the match, keep blocking until he jumps. You can also try kicks or punches as he lands next to you after a jump, but the throw will send him to the floor and give you an opportunity to use the Power Wave against him.



Use the same technique used on Michael to throw Andy to the floor.

- ★ **DUCK KING:** At the beginning of the round always block. Duck King almost always begins with a Head Spin Attack. He follows a simple pattern that you can turn into his weakness. Until he begins the pattern, block to avoid his rapid attacks. Use the Power Wave to scare him to the back of the sidewalk (watch his shadow), then quickly move in front of him and grab him when he jumps forward to the front of the sidewalk. Throw him to the ground, then send another Power Wave to him as he's getting up. He should jump to the back of the sidewalk again, allowing you to repeat the attack.

- ★ **TUNG FU RUE:** It's best to save your aggression for Tung Fu's monstrous shape. Block while he's



Always block at the beginning of Duck King's round, since he usually attacks immediately.

Fatal Fury

small, using occasional Burning Knuckles to attack him from a distance. He doesn't move as fast in his beastly form. Use rapid jump kicks and Burning Knuckles. If you can get him cornered, jump and kick him, then quickly repeat as often as you can get away with it.

★ **RAIDEN:** The most effective attack is to charge him with a Burning Knuckle immediately after he spits his Killer Fog (fire breath). Watch the fog carefully — it will spray in a steady stream before flashing two times quickly. You can often trigger his Killer Fog by punching from a distance.

★ **JOE HIGASHI:** This opponent appears randomly between other bouts. His first move is usually the Tiger Kick, which is tough to defend against with anything other than a block. Block during his attacks and kneel down. Use low kicks when he gets within reach. If your timing is right, you can leap over his Hurricane Uppercut and kick him while he's still stunned. When he jumps to the back of the sidewalk, quickly move in front of him. As he jump forward to the front of the sidewalk, grab him and throw him to the ground (this pattern is similar to the Duck King pattern). Follow the throw with a jump kick to send him back to the floor.

★ **GEESE HOWARD:** When you press the punch button, Geese will either throw the Sonic Wave or he'll jump at you with a kick. If he jumps, jump and press the kick at the same time to hit him before he hits you. If he uses the Sonic Wave, jump over it and toward him, kicking him as you land. Since he'll react with one of these two attacks every time you punch, you can control the fight very effectively and easily. If you can beat the entire game without using any continues, you'll receive a slightly improved ending with each character showing off their victory stance.



*The pattern for Geese is far too easy.
Punch from a distance to fake him out.*

FLASHBACK

BY U.S. GOLD

Introduction

The character in Flashback has extremely fluid animation, like the character in *Prince of Persia*, but the gameplay is much more like *Out Of This World*, only it's even better. The programmer must be a major fan of Arnold Schwarzenegger movies, because there are elements of several of his movies in *Flashback*. Your memory has been erased, but you have recorded a message along with your memory and have it replanted into your brain (Total Recall). On one stage you must risk your life in a game show of the future (The Running Man). And one enemy resembles the morphing T-1000 (Terminator 2). Regardless of the story-line, it's the game that counts, and this is one of the best you'll ever play! It's the ultimate test of survival, with seven stages marked by passwords.



The incredible gameplay and graphics earn Flashback a place in our Top Five Best Games.

Awesome Strategies

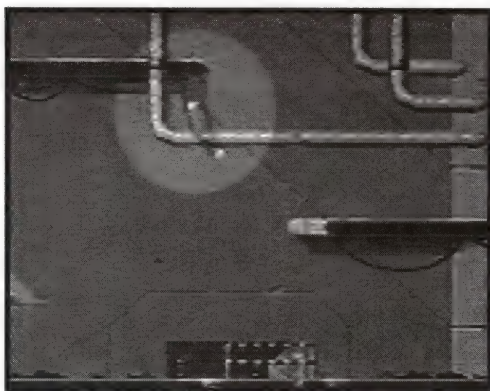
- ★ The first thing you must do to survive this game is to **master the controls**. Practice each jump several times until you can execute it with ease. You'll be pressured to move quickly during the higher stages—you won't have time to think twice.
- ★ There are four different jumps. You can easily **jump straight up** by pressing up on the control pad. If you hold up on the pad you can climb to a ledge above. You can **leap two steps forward**



Before taking on the tough enemies you should practice and master each jump.

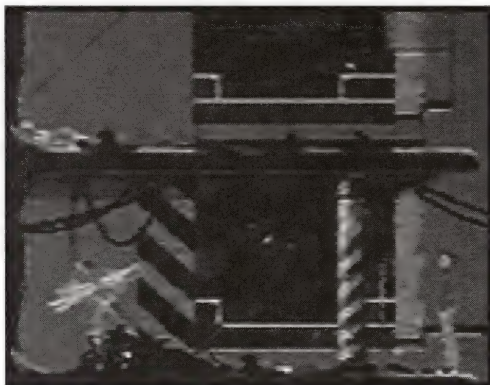
Flashback

by holding the A button and pressing up on the control pad. This is useful for jumping between ledges, or over dangerous mines. To perform a **long jump** you must run a few steps, then hold up on the control pad. The final jump is the least obvious: if you have at least four steps of space to run, you can run forward and **leap to a ledge above**. Do this by holding the A button and tapping the control pad in the direction you wish to run, then let go of the control pad and keep holding the A button. Once you grab the ledge you can hang as long as you hold the A button, climb up by pressing up on the control pad, or let go of the ledge by letting go of the A button.



Jumping to ledges above becomes a necessity in the first stage.

- ★ To **use an item** you must select it in your inventory (accessed by pressing START), then hold the B button until the item is used. You'll receive a **force field** in the second stage. Leave the force field activated in your inventory when not using other items so you can use it with little effort. When shooting enemies you can rapidly press both the A and B buttons to activate the force field while shooting. The force field only appears for a moment, so try to time it when bullets are headed your way.

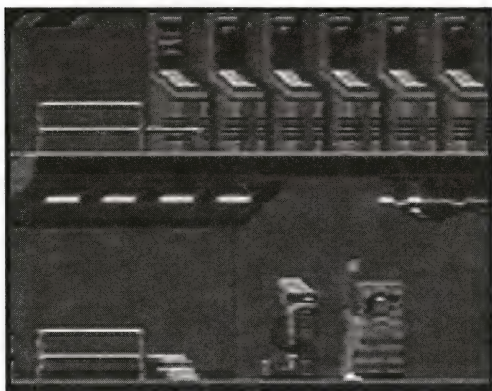


Always have the Force Field activated so you can protect yourself instantly.

- ★ Even more important than the force field is your **shield**. You have it when you begin the game, and retain it throughout the game. You can receive up to four hits before the shield is worthless and the next bullet claims your life. The shield will not protect you from high falls. Once your shield hits zero and you're hit, you die. Then you must restart at the last password or

Flashback

Save Pump. Therefore, it's important not to get hit, but even more important to recharge your shield whenever possible. You can recharge your shield at the **Energy Generators**, which are found throughout every stage. Remember where the Energy Generators are, because you'll want to return to them whenever your shield is low.



Remember how to get back to every Energy Generator and Save Pump you find.

Stage 1: Planet Titan

- ★ This is an excellent **basic training level**. It's also ideal for teaching you the right way to think about solving the puzzles throughout the rest of the game. Just remember there's a way to surpass every obstacle and open every closed door, so think hard of what you have in your inventory that might help, or search the rest of the stage for a special item or key.
- ★ The **drone robots** extend an antenna that senses your presence and causes the robot to self destruct. The antenna can also shoot you. If you're near the robot when it explodes you'll receive one hit on your shield. The better two choices of attack are to keep your distance, kneel down and shoot the antenna when it rises, or quickly run past and away from the robot.
- ★ From the first room go down (you can drop down into the hole or stand at the edge, turn, and climb down by pressing A and Down on the control pad). Get the **Holocube**, select it in your inventory (press Start), then activate it with the B button. Climb up to the top ledge of the first room. Run right (hold the A button to run) into the

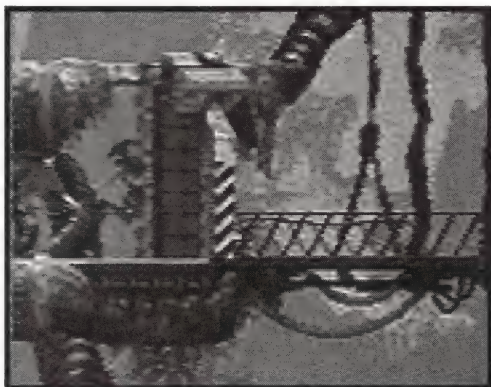


Get the Holocube first, and view it for a message from a familiar face.

Flashback

next room and jump across the hole (hold Up as you run out of the first room and enter the second room). Continue running right into the next room and drop down. Below is a door and a guard. The door should be open — if it isn't you need to go back and pick up the Holocube, which is placed between the sensors for the door. Press C to draw your gun (ooh, nice drawing), then step off the ledge, aim and shoot the guard. Go left through the door and drop down into the next room.

- ★ Now you'll have to face-off against a guard and two drone robots. Before dropping down to fight them, go left into the next room, stand against the left wall and press Up to climb. You'll be on a ledge. Kneel and pick up the **10 Credits**. Drop back down and go right into the next room.



When you sneak up behind this guard you'll be too close to shoot, so pistol whip him.

- There's no need to fight the drone directly below you, and he's tough to fight on the narrow platform, so drop down and run off the right edge to fall to the ground. Draw your gun and turn left, kneel and shoot the drone robot. Put your gun away and run left into the next room. Climb up to the ledge and draw your gun.
- ★ Walk off the right side to appear behind the guard in the next room. You'll be too close to shoot him, so draw your gun and press A while standing to pistol whip him. Pick up the **Cartridge**. Go left into the next room, drop down, go right into the next room, then drop down into the next room.
- ★ Now you'll be on a **high ledge above a guard**. Stand on the edge of the ledge and face left, then hold the A button and press Up to leap across to the small ledge. Face right and climb down. Draw your gun, then drop down and shoot the guard. Go right into the next room. Don't touch the **green glowing wall** or you'll be zapped. Climb up to the platform above and fall off the right side. Go right into the next room. Watch the ground closely here. There are **energy bolts** that will zap you if you step on them. Stand before the first and hold the A button, then press Up to leap over. The **elevator** will sense you and come down. Jump up and climb onto the elevator. Walk to the **Energy Generator**. Select your shield in your inventory and hold B

Flashback

to place it in the generator. Select the Cartridge and hold B to place it in the generator. Go left and drop off the elevator, then leap back over the energy bolts. Go as far left as you can until you reach the **Cartridge Lock**. Use the Cartridge, then immediately kneel down and shoot rapidly to destroy the drone robot. Go left into the next room, drop to the ground, and leap over the energy bolt. Stand on the elevator at the center of the room and hold the A button while pressing Up to ride the elevator up.

- ★ Go left into the next room. Climb up, then up again and drop off to the left to find a **stone**. Climb back up to the top ledge and throw the stone to the right. It will activate the elevator on the left wall. Walk to the elevator and grab the **Teleporter**. Go right and grab the rock. Go back over to the left and drop down, then ride the elevator down. A **Save Pump**! Hallelujah! Walk off the left side of the elevator to drop down next to the **Save Pump**. Save.

- ★ Remember where that **Energy Generator** was? Go all the way back to it (far right). Ride the elevator up, then go left into the next room, drawing your gun as you walk into the next room. Rapidly shoot to hit the guard. Climb up on the right side of the hole above. Leap across to the left, then leap again to avoid activating another sensor that will bring the elevator down to the center platform. Climb up to the center platform, then go to the far right to send the elevator down. Leap over the sensors to avoid sending the elevator up again. Climb up (or ride the elevator up), then go right into the next room.



The first Save Pump is a sight for sore eyes. You can return to it at any time to save again.



Find the injured man and give him the Teleporter to receive the ID Card.

Flashback

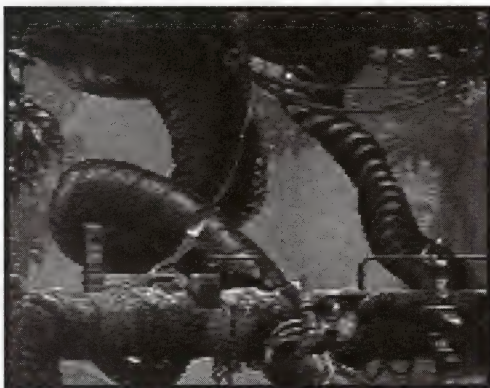
An injured man is in trouble below. Go to him (press A to speak with him). Give him the Teleporter. Grab the **ID Card**. Climb back up to the left and go back to the **Energy Generator**. Recharge your shield if necessary. Go back to the **Save Pump** and save.

- ★ Climb down into the next room (or drop down — it's safe!). Use the ID Card on the **Card Lock**. Drop down and shoot the guard. Climb (that's *climb*) down into the next room and drop to the ledge, then climb down to the lower ledge. Throw the stone to the far right to attract the guards in that direction, then drop down and shoot them. When the laser is shooting, drop down and roll to the right to avoid getting shot in the head (!). Keep rolling into the next room and into the wall (or vine, if you prefer). Climb up and talk to the man. Hmmm, that's a lot of credits!

- ★ Time to find some credits. Go back up to the **Save Pump**. Go right one room and climb down (again, that's *climb*) into the next room. Climb down to the center ledge, then draw your gun and drop. Shoot the guards. Use the **Energy Generator** if necessary to recharge your shield. Go right, climb up and press the **switch**. Jump over the sensor to avoid turning the green glowing wall on again. Go right into the next room, kneel and shoot a drone robot. Drop down and shoot the guard. Grab the **Credits** near the center of the room. Go right into the next room. Climb up to the center platform and pick up the **Key**. Drop off the right side and get the **Credits**. Go right into the next room, shooting a guard as you enter.



The old man will offer you a G-Belt, which you must have, but it costs 500 credits!



Hit the switch, then jump over the sensor to avoid turning the wall back on.

Flashback

Climb up to the **Energy Generator**. Climb above it for more **Credits**. (You definitely have enough credits now!) Go left into the next room. Duck down and roll as you climb over the center ledge. Go back to the **Save Pump**. Go straight down and right to find the old man again. Buy the **G-Belt**. Select it in your inventory and drop into the pit. Killer animation time, and better yet, new password time!



Buy the G-Belt from the old man, then leap or fall into the hole for a cool animation.

Stage 2: New Washington

- ★ Here comes the longest stage in the game! Go right into the next room. Walk up to the hole in the floor, face left and climb down. Drop and ride the elevator up. Climb up to the right ledge. Go to the far right, run left to leap and grab the ledge above. (Remember, hold the A button and tap the control pad left or right to run and leap for a ledge above.) Go left into the next room and climb up. Go right and prepare to battle in the next room. Kneel down and shoot the **two levitating guards**, then stand and shoot rapidly to hit them two more times. Talk to your **old pal Ian**. Sit in the chair. (Yet another cool animation — better than most ending sequences!) You'll receive the **force field**. Select it in your inventory and keep it selected whenever you're not using another item. Press B at any time to activate the force field, which will protect you from enemy fire for a moment. The force field is unlimited, so use it whenever possible.
- ★ Go right into the next room. Go right to the hole, face left and climb down. Drop, draw your gun and shoot rapidly to hit the guard. Get the **Fuse**. Climb up to the right. Run and leap to the left to grab the ledge above, then climb up. Select the Fuse in your inventory and use it on the switch. Press the switch. Ride the elevator up. Walk left and hit the switch. Ride the elevator up. Even after completing the game, We still don't know what the heck the purpose of this man is, but he'll say "Good Morning" to you everytime you speak to him! Go left into the next room and talk with the man at the **Checkpoint** to get a **map**. Hit the switch and ride the elevator down. To enter the subway

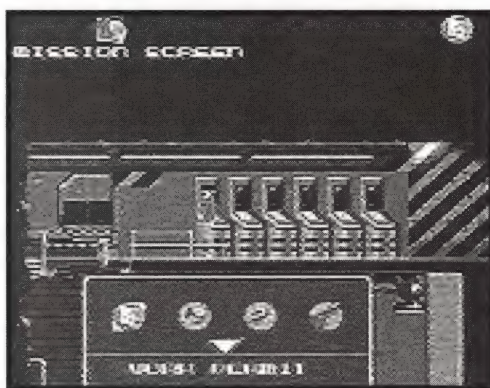
Flashback

you must stand to the right of the safety bars and press the A button when the car appears. You'll be whisked away to the next subway station, in order as they appear on the map. Press A when you reach **America**.

- ★ Go up the elevator. Press the switches to call the elevator and ride it up. Go to the far right to trip the sensor and call the elevator. Go left to the bar and talk with the bartender. Go to the far right to speak with **Jack**. And you thought 500 credits was steep for a G-Belt!
- ★ Go back down to the subway and go to **Africa**. Go up the two elevators and left to the **Administrative Center**. Speak to the person on the right. Go up and speak to window A, then C, then B. Talk to the boss. Give the boss your ID Card to get the **Work Permit**. Go back down to the subway and go to **Europa**.
- ★ Go up the two elevators and go left into the next room. You can use your credit card on the coin slot to take pictures of yourself, but you don't need them for anything later. Go left again to find the **Work Agency**. Talk to the man, then go left to the Mission Screen.
- ★ **MISSION 1** (package delivery): Use your Work Permit to accept the mission. Ride the elevator down and charge up your shield, then save. Go back to the subway and ride to **Asia**.
- ★ Go up to the top floor and right to the **travel agency**. Speak to the lady in the booth to get the package. Go back to the subway and ride to **Africa**. When you get to the top floor you'll be attacked by a guard,



To raise 1500 credits you'll need a job. Go to the Administrative Center for a Work Permit.



Head to the Agency with your Work Permit to accept your first mission.

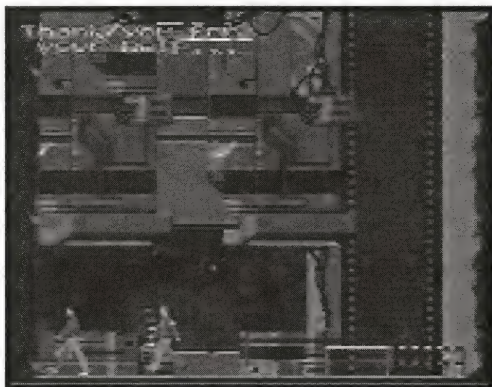
Flashback

so be prepared to shoot. Go right to the travel agent and deliver the package. Go back to the Work Agency at Europa and get the next mission.

- ★ **MISSION 2** (escort VIP): Accept the mission with your Work Permit, then recharge your shield and save. Go to **Africa** and ride the elevator up to **Restricted Area 02**. Go right to find the **VIP**. Drop off the right and bring the elevator up for the VIP. Go right into the next room. The VIP may wander to the left, but he won't go anywhere. Climb up to the top right, then drop down (you'll trip the doors). Go right into the next room, climb up, then leap over the mine. Hang off right ledge and drop. Go left two rooms to find the VIP and lead him back to this spot. Go down the elevator. Climb up to the top wall, then drop down and shoot the guard. Pick up the **Key**. Climb over the left wall and use the Key on the **Key Lock**. Go left into the next room, prepared to shoot a guard. Drop down and left to the next room. Go to the far left and climb up to the ledge above. The moment you stand up on the ledge, rapidly fire to destroy a deadly sphere. Leap over to the right and climb up to destroy the second sphere. Go left to find a Key, then climb down and exit to the right. Go all the way right to the **Key Lock**, then open the door with the Key to find the VIP. Go left one room and ride the elevator down. This is the **Research Center**. Walk left until the VIP recognizes it, then you'll be zapped back to the Work Center (nice shortcut!). Recharge your shield, save, then accept the next mission with your Work Permit.



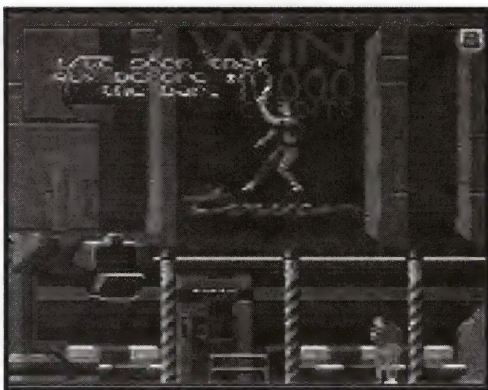
The VIP may wander away while you're clearing a path, but he'll come back.



Move to the left of the Research Center until the VIP recognizes it.

Flashback

★ **MISSION 3** (destroy cyborg): Get ready for some erratic heart beats! Go right two rooms to find the man. Show him the photo of the cyborg and he'll direct you to the bar. Go down to the sub-way and ride to **America**. Go up to the top floor and go left to the **bar**. Talk to the man at the far left of the bar and show him the photo. He'll direct you to **Restricted**



Show the cyborg photo to the man for a tip on where to find him.

Area 1 (conveniently located below). Go down the two elevators and speak with the **policeman**. Go back up to the bar. Go left into the next room, but be prepared — as you walk towards the man you'll be attacked from behind (the right) by a mutant. Talk to the man. Go back down to Restricted Area 1 and shoot the policeman (hey, we didn't make this game, we just play 'em!). The policeman will hover after the first shot, so be ready to stand and shoot. Pick up the key. Return to the bar and go left one room to find the **Key Lock**. Use the Key to open a passage in the floor. Climb down and save (!). Go down one floor and leap across the hole to the right, then go into the next room on the right, duck, and rapidly shoot the right wall. The two guards will continually run into your line of fire, then run off to the left and back again. You'll be zapped back to the Work Agency. Recharge your shield and save. Use your Work Permit to accept the next mission.



You'll be misled a few times before you finally find the psychotic cyborg.

★ **MISSION 4** (replace board on power generator): This mission won't be difficult if you have the controls mastered. You must run through a guarded area to the power generator within 90 seconds. On a good

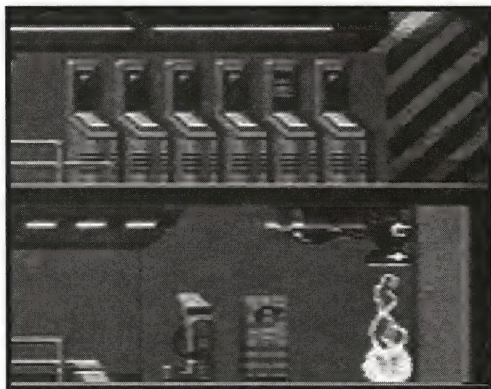
Flashback

run you can reach the generator with 15 seconds to spare, but the slot for the card is difficult to find so you may need those 15 seconds. Since you can save immediately before being zapped to the generator, you won't have to worry about losing much progress. The **teleporter** is to the right of the save and **Energy Generator** in the Work Agency (that blue thing on the ceiling). Stand under it to begin the mission.

Climb up the wall, then quickly run right (holding A only) through the next room. Hold up as you leave the second room to jump over dangerous energy bolts on the floor of the third room. Hold A and press Up again to leap across the next hole. Run to the far right and press the switch, then drop down and left. Roll as you run into the next room to avoid a zapper. Climb the wall, and leap over the pit, then roll under another zapper. Ride the elevator down, then left down another elevator. Run right and leap over the pit in the next room. As you run into the next room hold only the A button and you'll leap up to grab the ledge above, which activates an elevator from below. Wait for it to come completely up, then ride it down. Run right to find

the generator. Select the card and use it near the center of the room to find the slot (the entire area is marked "terminal"). We found the slot near the right side of the generator's base. Recharge your shield, save, then use your Work Permit to accept the next mission.

- ★ **MISSION 5** (mutant invasion): Go right three rooms and down the elevator to **Restricted Area 3**. Enter the room and save. Drop down



Stand under the teleporter to get zapped into the building of the generator.



It's tough to find the slot of the generator. Search near the center of the room.

Flashback

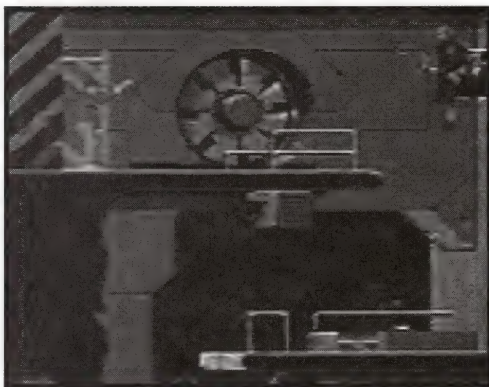
and shoot the mutants (if you do this without getting shot, you may want to climb back up and save again). Jump over to the left side of the hole and climb down. Drop and shoot the mutant. Drop again and use your force field to intercept the mutant's first bullet, then shoot him before he fires again. Get the **key** near his feet, then drop down into the next room. Drop

down and shoot the mutants. Go left into the next room. Use the key on the second door and continue left. Pick up the **stone** and throw it to the left onto the sensor. Climb up the ledge, using your force field as you climb, and shoot the mutant. In the next room to the left is a mutant on the far left wall, so be ready to shoot and use your force field as you enter. Go right to the last room. Stand near the center of the room and run to the left, then as you run off the room hold Up on the control pad to leap as you enter the next room. When you land, immediately kneel and shoot left. Jump over the **mine** and climb up the left wall to reach the sensor at the top. Climb back down and off the bottom into the next room. Drop and shoot the mutant. Climb back up to the top right, ducking below the laser cannon, and go into the next room (it's safe to roll into it). Duck and prepare to shoot the

levitating guard, then stand to finish him off (use your force field!). Go to the bottom right corner and get the **100 Credits** and **Key**. Go back to the top and left (ducking under the **laser cannon**). Go down and right, then climb down into the next room and fight another **levitating guard**. Go to the bottom right corner and use the Key on the **Key Lock**, but prepared



*The entire area is infested with mutants.
Use your force field to stop their bullets.*



*The levitating guards are tough. Duck and
shoot the first shot, then stand and shoot.*

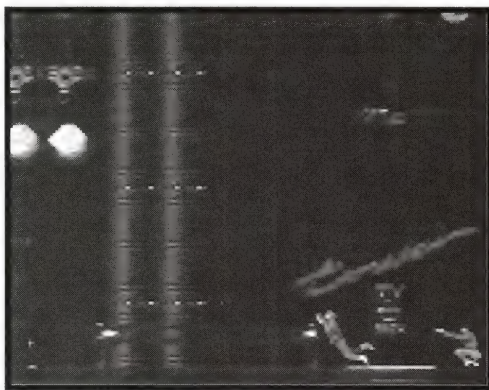
Flashback

to turn and rapidly shoot the sphere. If the sphere gets too close you can duck and roll past it, then turn and shoot it. Put your gun away and you'll be zapped back to the Work Agency. Recharge, save, then go find **Jack** to get those fake papers.

- ★ From the Work Agency, go right to the elevator, but don't fall down the elevator shaft! Wait for it to come up, then ride it down to the subway. Go to **America** and up to the top floor. Go right to find **Jack** (the Forger). Get your papers, then return to **Europa**. Go up the elevators and right to the man at the desk of **Death Tower**. Give him your papers. Gee, that was easy...not!

Stage 3: Death Tower

- ★ This is probably the easiest stage, with only a few tricky areas. The tower is shaped like a pyramid, so it gets easier as you climb. **The most important thing to remember:** those spheres will always stay at eye level. You can duck and fight other enemies safely while the spheres hover over your head, then roll away, stand and shoot. **Also remember** if you stand on the far right or left side of the room and kneel down (facing the center), the running men will run into your line of fire, run off the screen, then back into your line of fire.



If you kneel down on the far side of a room the running men will run into your line of fire.

- ★ **LEVEL 8:** As you walk into each room, be ready to shoot! Go to the right three rooms to find the elevator room, then press the switch at the bottom center to open the door on the right side of the elevator. Go all the way to the left until you loop around to the elevator room again, then ride the elevator up.
- ★ **LEVEL 7:** The elevator to Level 6 is to the right, but a wall prevents access to it. Keep going left until you reach two doors at the bottom left corner (and a **Save Pump** to save your game!). Destroy the spheres in the room to the right to open the two doors and access the elevator to Level 6.
- ★ **LEVEL 6:** Immediately climb the right wall and go right to hit a switch,

Flashback

then go left until you reach the elevator. There's an **Energy Generator** in the next room to the left, which you may want to come back to before going to Level 5 (and the save is conveniently located near the elevator on Level 7).

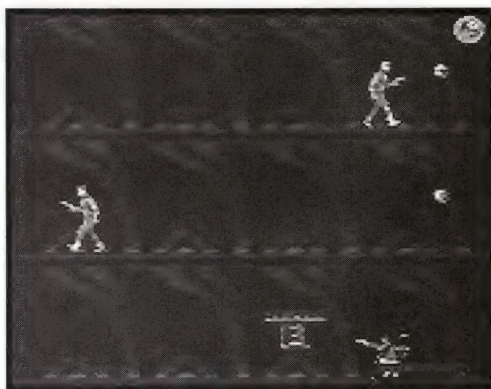
- ★ **LEVEL 5:** Roll through the tunnel to the left and keep going left until you reach the elevator. There's a **Save Pump** in the room to the left of the elevator. The room to the left of the Save Pump is tricky, with three mines along the floor. From the top right ledge, leap left and hold A to grab the ledge below, then drop and leap left. Climb up and leap left to fake the ceiling mine, then leap right, climb back up and run left to leap to the top left ledge. Two rooms further to the left you'll be ambushed by two guards. Get down to the bottom floor as soon as possible and run to the right side of the room, then face left, kneel and shoot to blow away the guards.

- ★ **LEVEL 4:** The width of the levels get narrower as you climb, which makes them easier. You'll have to go right this time to loop around to the elevator. In the first room to the right you must climb up the wall and shoot to destroy a sphere and knock down a guard, then drop down and finish the guard. Hit the switch to open the door directly above, then climb up on the left side and run to leap across to the right. In the next room wait for the two guards to climb up and hit the mine, which will knock them both down to the floor. There's an **Energy Generator** in this room.

- ★ **LEVEL 3:** This level has three floors that stretch across the entire level. Go to the far right or left to



The width of the levels gets narrower as you climb to the top of the Death Tower pyramid.



Level 3 is three floors of guards and spheres. Go to the far left or right to climb up.

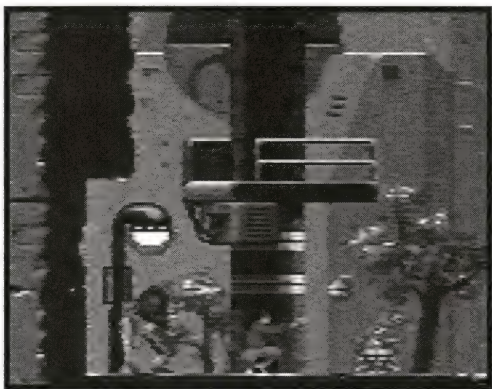
Flashback

climb up or down the floors. Stay on the elevator and shoot any guards that appear. Then go right and climb up to the **Save Pump**. Shoot the sphere and two guards from above, then save. Climb to the top floor and shoot the sphere, then wait for another to appear and shoot it. Go left two rooms to find the elevator up to Level 2.

- ★ **LEVEL 2:** Remember to duck and fight the guard, then roll away from the sphere before standing and shooting it. Hit the switch, then go back down to the floor for more space to fight the guard. Easy level!
- ★ **LEVEL 1:** This final guard takes eight hits. Then you're off to planet Earth (and another cool animation)!

Stage 4: Earth

- ★ This stage starts off tricky, but gets easier. Ride the elevator down. Show your papers to the man. Go left into the next room. Ride the elevator up and fight the **levitating guard**. As you walk into the next room (left), duck and shoot to destroy a drone robot and another levitating guard. Drop down and roll away from the next drone robot, then turn and shoot. Here comes the rough part: the elevator will take you to the bottom of the next room, where you'll be attacked by **two spheres, a levitating guard and a drone robot** simultaneously! Remember the spheres can't zap you if you duck down while fighting the robot and guard. Climb up the ledge on the bottom right side and walk off the right side to find an **Energy Generator**. Recharge your shield. Go left, climb down, then



You'll be mobbed by two spheres, a guard and a robot as you go down the second elevator.

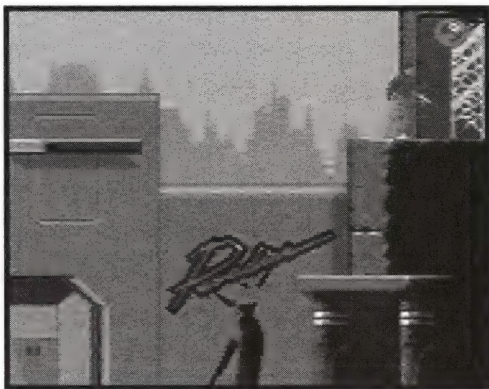
- right to fight a levitating guard. Climb and go right to fight two more levitating guards and a drone robot. Go right to fight two more levitating guards, a sphere and a drone robot. If you drop into the **blue pit** you'll be surprised by a sphere hiding behind the pole, so don't! Leap over the hole and go right and press the switch to call the **taxi**. Imagine a future where taxi rides are free! Dare to dream.
- ★ The taxi takes you to **Paradise** ("Speed Limit 200"), and a **Save Pump**! Go right one room to see the Paradise sign and the barred

Flashback

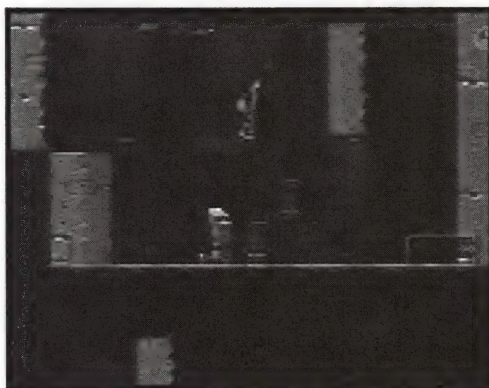
door. It's difficult to see, but at the top right of the room is a **glass window**. Go back to the left and climb up to the top platform (if you climb quickly you'll avoid the robot). Prepare to shoot a sphere to the right when you reach the top platform. From the left side of the platform, run and jump to the right, holding the A button to grab a ledge. Climb up, then run and jump to the right again to reach the ledge next to the glass. Shoot the glass to enter, prepared to shoot a drone robot and a sphere.

- ★ **Inside Paradise**, stand on the far left side of the elevator and go down, shooting rapidly to destroy the sphere. Go right. Kneel down when you enter the room and shoot rapidly while activating your force field to shoot the guard as the door opens. Drop down and shoot a sphere. Ride the elevator up, shoot the glass and sphere. Leap left and get the key. Drop down to elevator and ride it down. Go right to next room, immediately kneel down and shoot drone robot and guard. Roll left and shoot sphere. Go right three rooms (no enemies), then wait for the guard to come down and fight. Stand on the right side of elevator and ride up, shooting the sphere. Go left, ducking, and ride first elevator up. Go right to find an **Energy Generator**.

- ★ Go left and down elevator. Go left and up elevator. Go left to next room and press **switch**. Go back to bottom right room and open **Key Lock** with Key. Go down elevator, prepared to shoot drone robot and sphere. Save! Climb to the platform directly above the **Save Pump** to move a wall. Take the elevator



The glass window that leads into Paradise is very tough to spot (top-right corner).



The platform above the Save Pump is actually a switch to move a wall.

Flashback

down, prepared to shoot sphere. Climb up to next room. Leap to right (there's a guard roaming this area) and go to next room. Get Key. Destroy two spheres from above to open doors. Go left to next room. Stand in doorway and climb up. Go right to next room. Leap to **switch** by right wall and press it to move wall below. Go back to left and climb down to bottom floor of next room (next to **vehicle lifting box**). Go right to **Key Lock** (destroying sphere). Recharge if necessary at **Energy Generator**.



You must kneel next to the trap door and roll to the right to avoid falling down to the bottom floor.

- ★ Go left to next room and climb up to door. Go right through door. Fall and pick up **mouse**. Roll to right wall below **laser cannon**. Press **switch**. Go to elevator below by **Energy Generator**. Ride elevator up. Go right and climb wall. Step forward one step, kneel and roll forward across **trap door**. Press switch, save, and recharge if necessary. Go left and drop down. Press switch. Leap to right and go to next room. Get Key. Drop down. Drop down and destroy drone robot. Climb up twice again, then go left and leap across gap. Climb up and go right to **Key Lock**. Use Key on Key Lock to open door. Climb up to door. Go right and shoot guard. Go right to next room and shoot guard and spheres.

- ★ Get ready for some excitement! When you leap over the **red mine** you'll be chased by a **moving force field**. You may want to go back to the right and save before continuing. Run to the right and prepare for an **obstacle course**. In the next room, leap over a mine, leap over the pit, then take one step forward and leap over



After leaping over the red mine you'll be chased through the next room by a force field.

Flashback

another mine. Run to edge of screen, then stop and shoot sphere as you enter next room. Run through the door before that wall catches up to you!

Stage 5: Secret Base of “Paradise”

- ★ You begin this stage unarmed, but the guys outside do have guns, so you better run. Run to the right and drop, quickly grab **gun** and shoot guards. If you survive this first battle with only one hit, save, otherwise you should die and try again until you have at least three points on your shield. Pick up key next to **Save Pump**. Go right to next room and use key on **Key Lock**. Climb up to left ledge above and press **switch** to open door at bottom left of room. Climb up to top of room (quickly past that **exploding mouse**). Climb up to next room.
- ★ In this room there's a **green glowing wall** that moves from the floor to the platforms above, then back to the floor. Watch the pattern, then run through to right. Shoot drone robot in next room to right. Go back left to last room. Stand below ledge and quickly climb to top as soon as the glowing wall passes by. Go left to next room and fall through hole to find an **Energy Generator**. Climb back up, then climb up again to ledge with **flashing green wall**. Roll through when wall flashes off, shoot guard, and pick up **Tele Control** and **Tele Receiver**. You're going to like this device! It lets you place the receiver on the ground (or throw it), then



Wait for the green glowing wall to head upward, then quickly climb the platforms.



Shoot the guard, then grab the Tele Control and Tele Receiver (a cool new toy!).

Flashback

return to the receiver any time you activate the Tele Control. Stand below top platform with guard and climb up as he walks to left (use force field as you're climbing). Get the key on this ledge. Go right to next room (go down to recharge first if necessary). Climb to top floor and throw Tele Receiver to right, then activate the Tele Control. Pick up the Tele Receiver



The Morph Guards are new to this stage, but will be very common. Roll and shoot.

and go right to next room. Use key on **Key Lock**, then go back to the left and down to save. Return to Key Lock and throw Tele Receiver down hole to right. Activate Tele Control and pick up Tele Receiver. Go left and drop down. Below your feet is a new enemy, which you will quickly learn to hate, but the graphics are so cool you're bound to find forgiveness in your heart for the programmers. The **Morph Guards** "flow" across the ceilings and jump to the floors. They can form into a human form at any time, and they have the ability to shoot. The best way to fight them is to kneel down and roll across the floor to get away from them. They'll pop up when they touch you, so wait until he's right on you then quickly move away, turn and shoot as he stands. You can usually roll back and forth between the same two spots while turning each time to shoot him once, as long as you wait until he touches you before rolling. Each Morph Guard requires 3-6 hits. The room to the left has a drone robot, so be prepared. When you jump down the door will open, releasing the **Morph Guard**. Roll into the room and prepare for a spooky battle. Use your force field! When you destroy the Morph Guard the door will open. Hit the **switch**, then go right



The final Morph Guard on this stage requires 6 hits to kill.

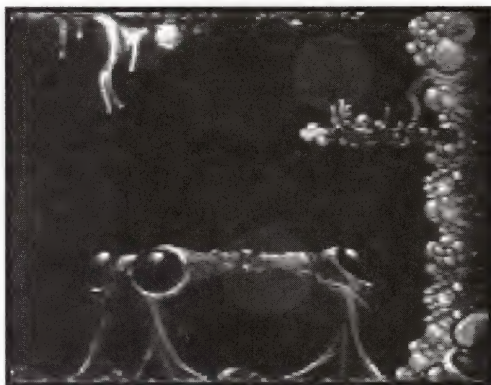
Flashback

to the next room to fight another Morph Guard (3 hits). Drop down on the right and fight the final Morph Guard in this area (6 hits!).

- ★ Go left two rooms to the **Save Pump** and save. Climb up the wall. There are **three pits** at the center of the next room, and **two green glowing walls** move across them. In each pit is a sphere. There are several ways to play this room. Try falling into the first hole and shooting the sphere, then climbing up the right wall as the glowing walls pass to the left. Shoot the other two spheres as they rise up out of their pits, then run to the right and stand against the door until the walls go back to the left again. Leap across to the left and fall into one of the pits, then climb out to the left as the glowing walls pass to the right. Go to the next room and climb up the wall. Throw your Tele Receiver left to the floor, then activate the Tele Control. Pick up the Tele Receiver, then stand below the **blue teleporter**. The good news is you're off to the next stage! The bad news? There are dozens of those Morph Guards on the next stage!

Stage 6: The Planet of Morphs I

- ★ It's a long trip to the first save, making this a difficult stage. Go right to the next room and kill the Morph Guard, then climb up and go right to fight another. Go right and climb down, then press the **switch**. Go right and roll under the low wall to find an **Energy Generator**. Go back to the left two rooms, climb down, then go right to the elevator. Go down and drop off the left side, then duck and roll right into the hole. Here comes the first major challenge.
- ★ There are **three Morph Guards** in this room. It's easiest to fight them on the bottom floor, but if you run fast enough you can get to the next room on the left and possibly ditch the guards.
- ★ The next room has a door, a glowing green wall, and a mechanical mouse. There are at least two ways to escape this room. First, you can defeat the three Morph Guards in the last room and find a **stone** in the bottom right area, or you can grab the mechanical mouse above and use it. You'll need to use either



Fighting three Morph Guards at once is the most challenging part of this stage.

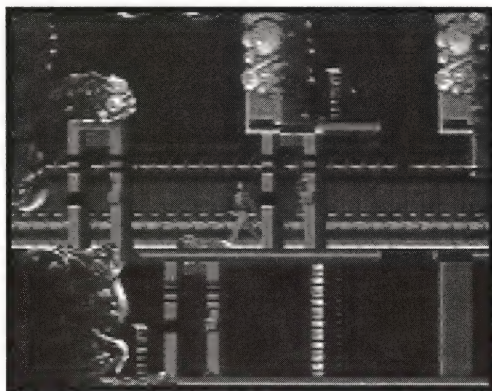
Flashback

object to trip the sensor in the bottom-left corner. You can throw the rock onto it, or release the mouse near it. Climb up to the center platform and throw the Tele Receiver through the door to the left when it is open. If you wish, you can climb back down and grab the mouse before teleporting, but you won't need the mouse later. When you teleport through, grab the Tele Receiver. Climb up to the top and hit the switch, then climb back down (don't drop or jump!) and shoot the door at the bottom left.

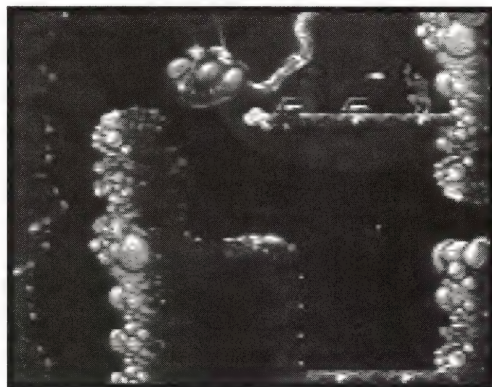
Hit the switch and step to the left against the wall, then turn right and prepare to defend yourself against a Morph Guard. Go to the shot man and get the **Detonator**, then continue to the left.

- ★ At any time during this stage you can work your way back to the **Energy Generator** near the beginning of the stage. Keep this in mind, and remember you can leave your Tele Receiver at the **Energy Generator** if you're sure you'll want to return to it before passing through the glowing green wall. It is possible to turn the wall off by placing a stone or mouse near the sensor at the top of the room, but you'll still need another object at the bottom left sensor to keep the door open.

- ★ Prepare for frustration! The room to the left of the shot man has a one way door. Once you roll into the room you can't get back out without the Tele Receiver placed before it. However, it won't be necessary to return unless you want to go back to the **Energy Generator**. When you roll into the room you'll find yourself in a narrow pit. Notice you can't roll



As you walk by the shot man you'll be given a Detonator, which you need on the next stage.



The safest area to fight in this room is the top floor, where you can roll back and forth.

Flashback

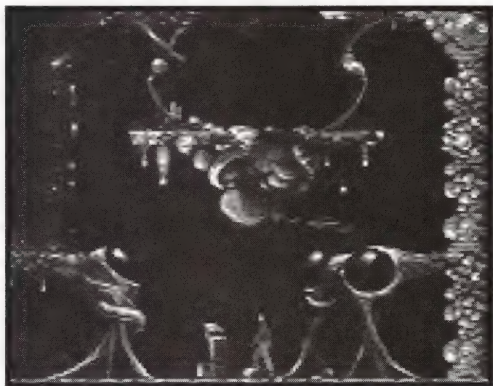
back and forth in the pit without hitting the wall and losing control for a moment, so quickly climb to the top right ledge before attempting to fight the Morph Guard. Go down the elevator along the left wall. Throw the Tele Receiver to the right and teleport down to it. Drop down (or teleport down) to the ground, away from the **monkey**, and quickly shoot it



Leap to this platform to activate the elevator from below.

(don't worry, I think it's a robot). Hit the switch to the right then climb down the hole that opened to the left. Below is an **Energy Generator**. The room to the left has a solid door. So you might as well head to the right. A Morph Guard is immediately inside the room, so quickly shoot him, then roll back to the left room for a safer battle with more room to roll. Go back to the right and leap to the platform above (the creature moving back and forth won't hurt you). An elevator will appear from below. Stand on it and try to shoot the Morph Guard on the right edge. You should be able to kill him. Try turning to the left, then back to the right between shots.

- ★ Take the elevator down and fight the Morph Guard. The next room down has a **Save Pump**, but it's being watched by a Morph Guard and a **monkey**. If you want, you can make a run for it and save quickly, but if you can't spare a hit you may be better off fighting the guard.
- ★ From the **Save Pump**, go left to the next room and grab the stone, then climb up to the top ledge and go left to the next room. Drop down, but beware of the **mine** located below the ledge you're on. The door will open as you walk through, then close behind you. Fight



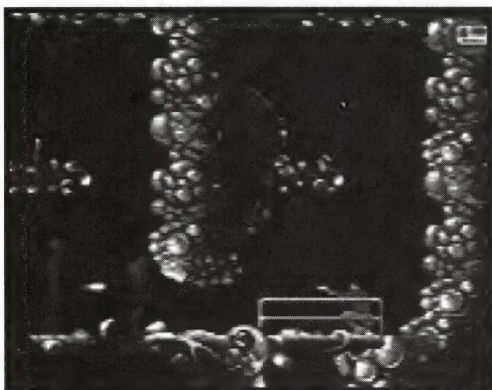
Once you reach this Save Pump you'll easily be able to complete this stage.

Flashback

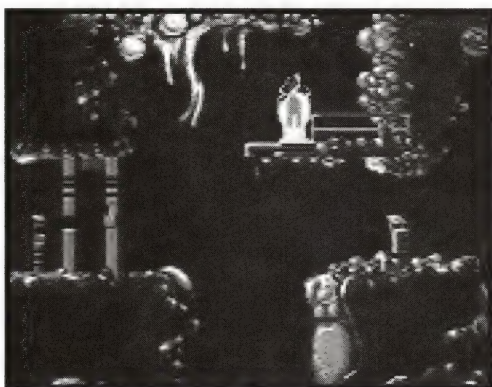
the Morph Guard below, then walk to the far right to find a Key. Stand under the **green globe** hanging from the ceiling to be teleported up. Go right to the next room and save, then climb back up to the elevator and ride it up. Climb up to the ledge above, then leap across to the right. Go right to find the **Key Lock**, then open it with your key to receive the next password.

Stage 7: The Planet of Morphs II

- ★ This is it! This stage will test every skill you've developed, from jumps and leaps to fighting off several enemies at once. The dominant enemy is the Morph Guard, with only one monkey thrown in for fun. You'll spend the majority of your time backtracking to the last **Save Pump**, so you won't have to fight the same enemies over again.
- ★ Begin by leaping to the elevator above the **Save Pump** and going up. Be prepared to fight two Morph Guards, rolling back and forth under the wall in the process. If you do an excellent job of fighting the guards, you may want to go back down and save before continuing, but it won't get much tougher ahead. Climb to the ledge above the elevator and pick up the two exploding mice. Put your Tele Receiver on the ground in the bottom left area, then take the elevator down and teleport back up. By leaving the elevator down you'll be able to get back up here later if you wish, and you can always use your teleporter to go back down.



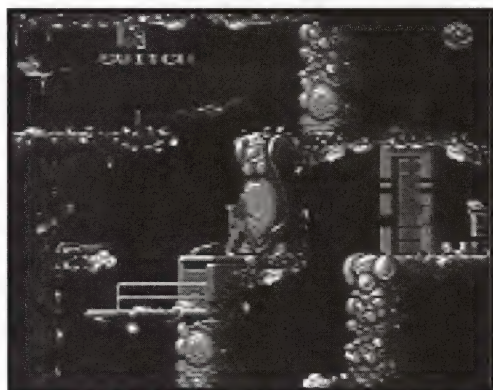
After going up the first elevator you'll have to fight two Morph Guards. Roll under the wall.



Use your Tele Receiver to leave the elevator down, in case you want to go up later.

Flashback

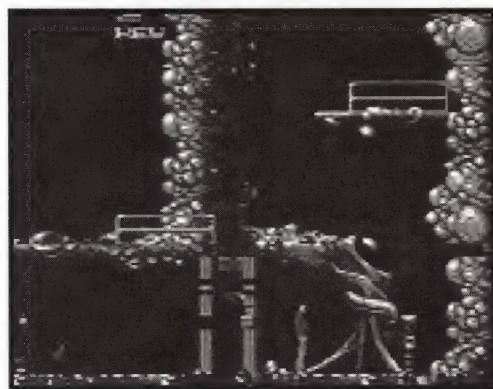
- ★ Leave the Tele Receiver and climb up into the next room. Climb to the top of the high wall, but don't step forward yet. There are **two sensor bombs on the ceiling** that will drop. Run and jump to the right to avoid them, then go right into the next room. Take the elevator up. As you go up you'll notice a sensor in the next room, which opens a door in the previous room below and releases the two Morph Guards. Worry about them later. Step to the right and press the **switch** at the top of the elevator. This sends the elevator down, and the only way back down is with your teleporter (which you should have left back a few rooms where you met the first two Morph Guards on this stage). If you don't send the elevator down, the **laser cannon** above won't stop shooting rapidly. Climb to the ledge above and leap across to the left, then go left into the next room.



Leave your Tele Receiver down below, then send the elevator down to stop the laser cannon.

The switch below is guarded by a Morph Guard. For now, go left into the next room and take the elevator down. Go to the **Energy Generator** in the next room to the right to recharge your shield. Now go for that **switch** guarded by the Morph Guard, but as soon as you press it activate your Tele Control to return to the Tele Receiver. Grab the Tele Receiver, then climb up and jump right to fight the two Morph Guards.

- ★ When you kill the second guard you'll find a key at his feet. Use it on the **Key Lock** at the bottom right of the room, which opens the ceiling so you can climb up. If you were hit a few times by the Morph Guards, you may want to put down your Tele Receiver and go up the



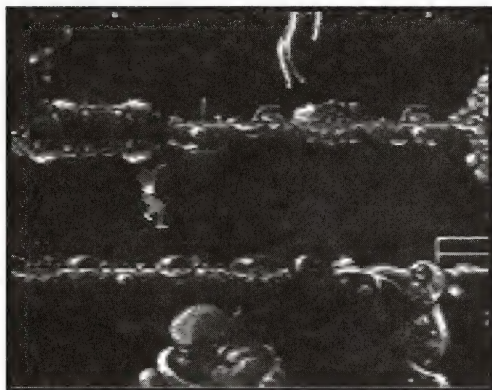
The second guard gives you a key, which opens the path up to a Save Pump.

Flashback

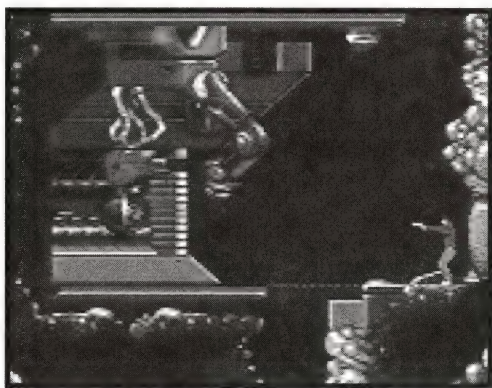
other elevator to get to that **Energy Generator**. Return to the Key Lock and ride the elevator up. Continue climbing to the door above, next to a **Save Pump**. Save!

- ★ In the next room are **three glowing green walls** guarding an elevator. Stand to the far left of the ledge next to the **Save Pump** and run into the next room, then hold Up on the control pad to jump as you appear in the next room. Immediately jump forward again to reach the elevator. Go down the elevator. Use the key on the **Key Lock** to open the door. Drop down where the **monkey** is, then drop off to the right. You should be standing on an elevator. Go to the far right of the elevator, then take one step to the left. Face left and go up on the elevator, prepared to draw your gun and shoot the monkey. The elevator will detonate the mines to your right without hurting you. Throw your Tele Receiver down the hole on the right. Teleport down and prepare to battle a Morph Guard while ducking the entire time to avoid being blasted by a laser cannon. After you defeat the guard, go to the far right. Wait for the **laser cannon** to fire, then stand and shoot the **rotating ball** twice. Duck and wait for another laser, then repeat until the ball explodes. Grab the Tele Receiver and go to the far left, then turn right and throw the Tele Receiver into the pit. Teleport down, then go left two rooms to the **Save Pump** and save.

- ★ Here comes the last leg. Leap over to the left and run left. Keep going left until you reach a room with an elevator. Take the elevator down and save. The next room to the right holds an **alien**



Practice jumping through the glowing green walls — you'll need this skill later.

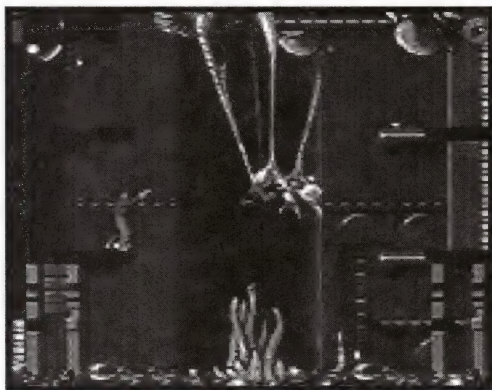


Duck under the laser, then stand and shoot the rotating ball until it explodes.

Flashback

brain that produces **Morph Guards**. They attack three at a time, but only require one hit each. Kneel at the center of the room and shoot them, using your Force Field to protect yourself. You must shoot the alien six times, but you must alternate the side you shoot each time. Immediately after shooting the three guards, climb up the left ledge and shoot the left side of the alien, then drop and return to the center to fight the next set of guards. Next, climb up the right ledge and shoot the right side, returning to the center and repeating the pattern until you've destroyed the alien. Go to the room at the right and walk across the sensor on the floor, which opens the left door in the alien brain's room. Go back to the left and save. You can also ride the elevator up to recharge your shield in the **Energy Generator**.

- ★ Go back to the right two rooms and press the **switch** to call the elevator down. Ride the elevator up and go right to the next room. Go down to the bottom right and ride the elevator up. Get the **exploding mouse**, then go back down and fight the Morph Guard that appears. You'll find a key after you kill him. Use the key on the **Key Lock** to open the door. Ride the elevator down. If you notice any doors that aren't open in the next few rooms, you may want to return to this room and walk along the floor to activate the hidden sensors (you can hear them).
- ★ There are two Morph Guards in the next room, which you can fight there or roll back to this room where there's more space to roll. The **planet's core** is in the next room over, but for safety's sake you



You must shoot the alien brain six times, alternating sides between shots.

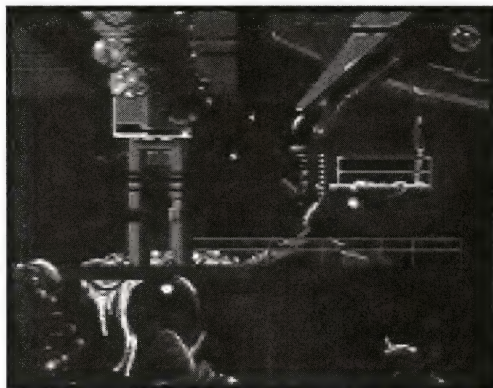


Before attempting to destroy the planet's core, take the Tele Receiver to the door of the final room.

Flashback

should take a few precautions. Return back to the **Save Pump** to save (the end is near), and recharge your shield up the elevator if necessary. Go back to the first room of this stage/password (with a Save Pump and elevator), then go to the right two more rooms (it's safe to run). Drop the Tele Receiver, then go all the way back to the planet's core, saving along the way.

- ★ There are **two glowing green walls** in the room with the **planet's core**. You can jump over them by getting a running start from the room to the left. If you miss the jump, you'll be zapped back to the last save and you'll have to return to here, but it's not very far. Once you get over the glowing green walls, go to the far right and listen to the voice. Drop the Detonator, then step to the switch and press it. Activate your Tele Control to teleport back to the Tele Receiver. Go through the door at the right. Walk right until you hit the wall. It's very difficult to see, but you're standing on an elevator (looks like the artists are running amok at U.S. Gold!). Take the elevator up, then sit back and enjoy the ending sequence. Now, if you didn't place your Tele Receiver where we told you, you'd have to endure a very tough obstacle course as you ran all the way to this room, preferably before the planet exploded!



It's very difficult to see the elevator in the final room. Press the A button and Up here.

Awesome Secrets

- ★ **THE PASSWORDS:** What better way to ruin one of the best games ever made than to abuse these passwords? Don't do it! Use them only if you're hopelessly stuck, or you've lost yours.

Stage 1: FALCON

Stage 2: DATA

Stage 3: MILORD

Stage 4: QUICKY

Stage 5: BIJOU

Stage 6: BUBBLE

Stage 7: CLIP

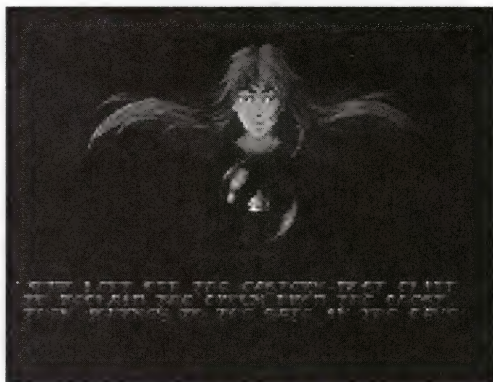
Ending Sequence: CYGNUS

GALAHAD

BY ELECTRONIC ARTS

Introduction

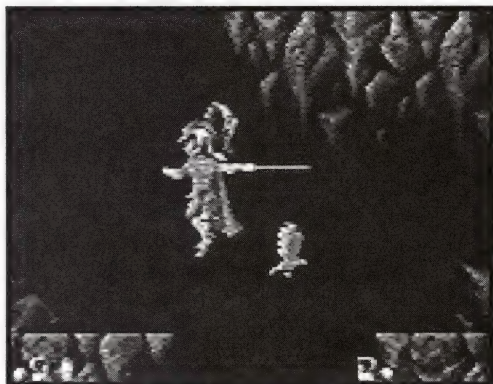
You are the mighty Sir Galahad, son of King Arthur, and your quest is to rescue Princess Leandra of Psygnosia from the clutches of the evil wizard Miragorn Cimmerian. (“Leandra” refers to Leander, the original name of this game, and “Psygnosia” refers to Psygnosis, the company that licensed the game to Electronic Arts.) Along the way to Miragorn’s castle, you have to retrieve magical artifacts and destroy a variety of evil creatures. Galahad has beautiful graphics and plenty of challenging platform action.



Fabulous babes appear between each level to dish out hints and tips.

Awesome Strategies

- ★ Learn the movement and attack **patterns** of your enemies, because they don’t appear or attack randomly (with the exception of those annoying little orange birds).
- ★ **Galahad’s sword swing** is so powerful that it can even hit enemies *behind* Galahad if they’re close enough. This technique works particularly well against the large, slow-moving spiders in World 1-3.
- ★ When Galahad loses a life and reappears on the screen, he’ll be invincible to all damage for a few moments—*except* spears in the ground, which can still kill him instantly.
- ★ You’ve heard the phrase “sage advice?” Galahad has its own version of sage advice: **babe advice**. At the start of each World,



The orange birds are the only enemies that attack randomly with no pattern.

Galahad

a fabulous babe appears on the screen and tells you your goal for that World. We've printed each bit of babe advice below.

World 1-1

- ★ **Babe advice:** "Go west to the cave and collect the Portal Key. Then travel east to the portal."
- ★ Try slashing the **spikes** that pop out of the ground. Some of them give you **Coins**. Spikes always regenerate, but they don't give you Coins after the first time you hit them.
- ★ Go west over the log bridge to the far left side of the World and open the chest to find **500 Coins** inside—actually, one Coin worth 500.
- ★ You can fall into the water inside the cave. It only *looks* dangerous.



*Slash the spikes
to find Coins.*

World 1-2

- ★ **Babe advice:** "Jump left off the eastern-most cliff to reclaim the Crown from the chest. Then journey to the gate in the cave."
- ★ From the start of the World, walk left and jump onto the **horse carriage**. Ride the carriage to the right until you reach a wall of spikes, then jump up to the ledge. Wait at the bottom of the ledge and use your sword to slash the falling rocks. When the rocks stop appearing, jump up the small ledges to the top and open the chest along the way. At the top of the cliff, leap to the left and open the chest for the **Crown**.

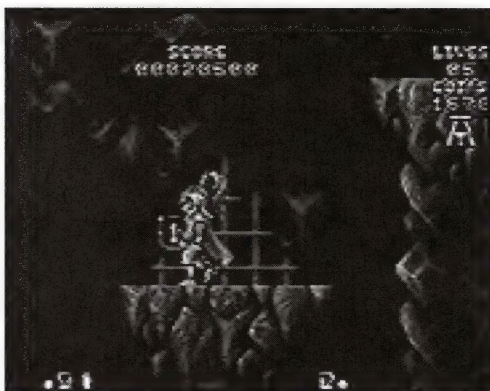


*A horse is a horse, of course, of course,
unless it's carrying you toward the Crown.*

Galahad

- ★ Go left past the cave entrance and open the chests for **two Icons**. Each Icon refills one dot of the Life Meter. After you open the second chest, move left and drop back to the horse and carriage, then ride right to the small ledges and jump back up to the cave.

- ★ Play through the cave normally until you reach the floating platform. Walk onto the platform and float about halfway across the chasm, then jump straight up onto one of the small platforms being held up by a chain. Jump left across the platforms until you find the chest with a **1-Up** Icon.

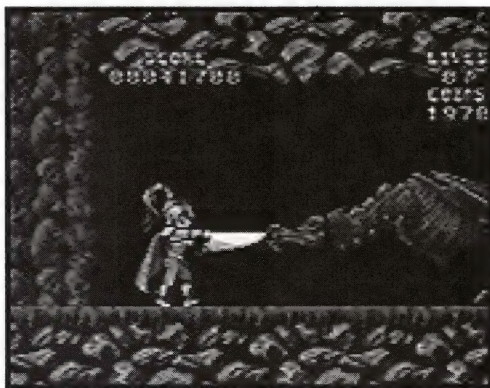


Jump along the platforms to find the 1-Up chest.

World 1-3

- ★ **Babe advice:** "Journey east to the cave and return the Spider's Egg to the western gate."

- ★ From the start of the World, go right past the dog and destroy the goblin, then wait next to the house for a floating platform with a chest on it. Open the chest for a **1-Up** Icon.



This l-o-n-g-necked dragon is holding a valuable 1-Up.

- ★ There are **two 1-Ups** near the cave entrance. Cross the bridge and drop into the hole. Slash the chest on the way down to reveal a 1-Up which you'll come back to later. At the bottom of the hole is a huge dragon. Stay at a distance from the dragon, which likes to thrust its neck forward to attack, and slash its head. When the dragon blows up, it leaves behind a 1-Up. Go right and climb up the hole, then go left past the cave and drop down the right side of the hole to collect the other 1-Up.
- ★ There's a hard-to-reach **1-Up** inside the cave. Play through until you reach the chest with the Spider's Egg. Take the Egg, then jump onto

Galahad

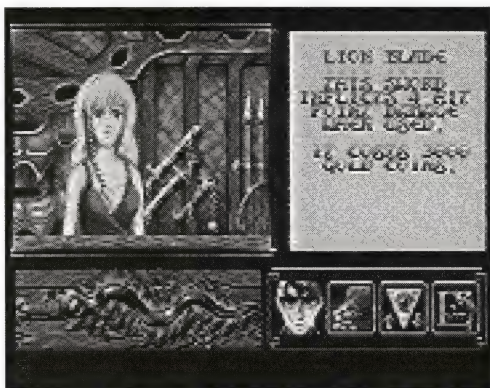
the small platform to the right. Walk right, drop off the platform, then steer right to land on a ledge. Walk left off the ledge, then steer right to pass the spikes, then steer left to land on another ledge with a chest. Open the chest for a 1-Up.

World 1-4

★ **Babe advice:** “Avoid the elves as you travel east across the high bridge to the cave. Retrieve the Silver Bow from within.”

★ After you defeat the **goblin** attacking you from a blimp (!), walk right across the bridge. Instead of jumping over the gap, **drop into the gap** and steer left to land on a small ledge with a chest.

Open the chest for 1,000 Coins. Walk right and drop to the ground (the gate is just to the left, so come back here when you get the Silver Bow), then go right and enter the **Weapon Master's Hut**. Invest in the strongest armor you can afford, then the strongest sword.



Visit the Weapon Master's Hut and buy yourself some hot new equipment.

World 1-5

★ **Babe advice:** “Use the boats to cross the quay and destroy the guard in the cave to claim his Ring.”

★ Hunt down all of the **red guards** patrolling the platforms in front of the buildings. One of the guards (on the building to the left of the hanging sacks) leaves behind a **1-Up** Icon after being defeated.

★ **The exit gate** is in the upper-left area of the World. Go to the far left side of the World and start climbing from there to find it.

World 1-6

★ **Babe advice:** “Jump on the sacks to bridge the gaps between the towers and enter the cave and return with the Dragon's Tooth.”

★ **Inside the cave**, after you pass the swinging pendulum (the same as the one from World 1-1), jump onto the floating platform and ride up to the first ledge on the right. Slaughter the spiders for a Life Meter Icon. Jump back onto the platform and ride up to the second ledge on

Galahad

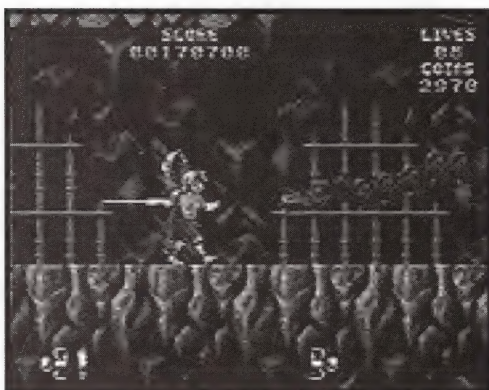
the right, where you'll find the dragon. Kill it to obtain the **Dragon's Tooth**.

World 1-7

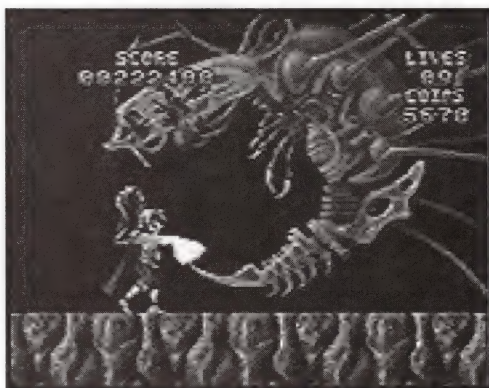
★ **Babe advice:** "Defeat the Queen Spider and collect the Sphere of Power to open the gate to the next World."

★ From the start of the World, walk left and drop off the ledge, then steer right to land next to several chests. Walk left and drop again, then steer right again to land on another ledge. Walk right and slash open the first three chests for **Coins**. (The fourth chest has a **Skull Icon** inside which kills you if you touch it.) Walk left and wait for the floating platform. Jump onto the platform and ride up to the next ledge on the right. Jump right and open all the chests for a **1-Up** and **Coins**, then continue right and enter the **Weapon Master's Shop**. Buy some strong equipment, then leave the shop and walk left. Ride up on the floating platform to the cave entrance.

★ Start your attack on the **Queen Spider** by going for her head. Stand to the left and jump over the bullets from the Queen's head and tail, then jump right and slash the head. Return to the left and repeat the attack pattern. When the head is destroyed, attack the tail. (Use a **Rune Bomb** at this point for excellent results.) When the tail stops moving, attack the eye in the center of the Queen's body.



The dragon in World 1-6's cave is a lot like the dragon from World 1-3.



This is no time for Arachnophobia! Attack the Queen's head, then her tail and body.

World 2-1

- ★ **Babe advice:** “Climb the rock face to the far east, slay the dragon to gain entrance to the temple and retrieve the Amulet.”
- ★ Wait underneath the small ledge for the **dragon** to thrust its head at you twice. After the second thrust, move to the right and attack the dragon’s head for a few moments, then move back to the left and wait for his next attack.
- ★ **Inside the temple,** walk right and drop, then left and drop, then right and drop again. Walk left and jump across the gap. Open the chest for a **Life Meter Icon**. Walk right and drop, slay the guard, then walk left and drop. Jump right across the blocks and open the chest for a **1-Up**. Jump back across the blocks before dropping downward or you’ll land on spikes.

World 2-1

- ★ **Babe advice:** “Go west through the maze to find the temple entrance. Once there, locate the Scroll and return east.”
- ★ From the start of the World, go left and up to a chest with a **1-Up**.
- ★ Once **inside the maze,** go left, up the ledges, right, and up more ledges. Jump onto the tiny floating platform and ride all the way up to the **Weapon Master’s Shop**. Buy yourself equipment and leave the Shop. Walk right and drop to the ledges, then jump left into the tunnel. Follow the tunnel left, up, left, down, and right to two shafts. Fall down the right shaft and open the chest for a **1-Up**, then use the floating platform to ride back up and go down the left shaft. Follow the tunnel to the temple entrance.

World 2-3

- ★ **Babe advice:** “Find the hidden entrance to the temple above the buildings and remove the Mask from the chest within.”
- ★ After you jump up the floating logs, move right and jump onto the swinging log. When the log swings all the way to the right, jump straight up and fall to a chest hanging in mid-air. Slash open



The mid-air 1-Up is very hard to grab, but it's worth the effort.

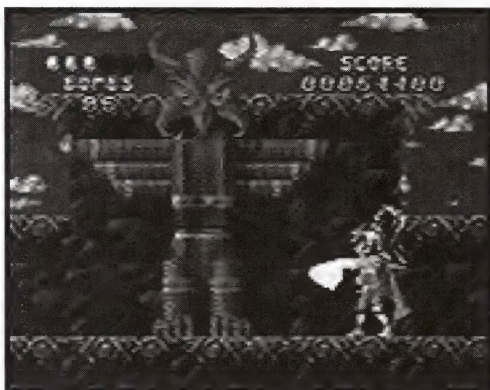
Galahad

the chest and steer left to land on the ledge. Jump up the logs and jump onto the swinging log again. Jump straight up and fall down to collect a **1-Up** Icon, then steer left to land safely. If you take too long to grab the 1-Up, it becomes a Skull Icon.

- ★ Slash the middle statue of the group of **three statues** with your sword to uncover the **hidden temple entrance**.

- ★ **Inside the temple**, ride down the floating platform and jump left at the bottom of the ride. Slash the brown block over the spikes to the left with your sword, then go right.

- ★ **After you collect the Mask**, walk right and drop. Steer right to land on the brown block that you moved over the spikes earlier. (You were wondering why you moved it in the first place, weren't you?)



The hidden temple entrance is behind the middle statue. Use your sword to move it.

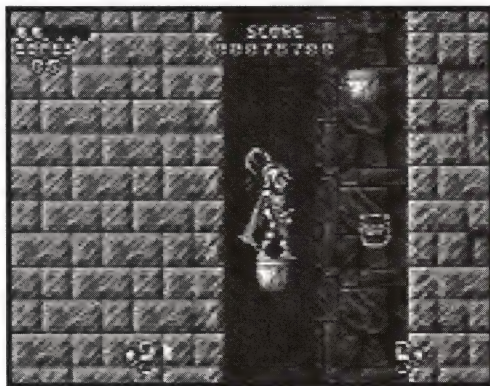
World 2-4

- ★ **Babe advice:** “Cross the waterfalls to the east and travel to the temple to defeat the King Snake and return with its Skull.”

- ★ Climb up past the falling logs, then climb up the ledges on the right side of the waterfall. Go right at the top of the falls and drop past the swinging spiky mace.

Walk left and drop, then walk left and drop straight down the waterfall. Steer left to land on a ledge, then walk left to find the temple entrance.

- ★ **Inside the temple**, walk right and drop twice. You'll land on a small floating platform. Open the chest and jump onto the right platform to collect the **1-Up** before it turns into a Skull. (The

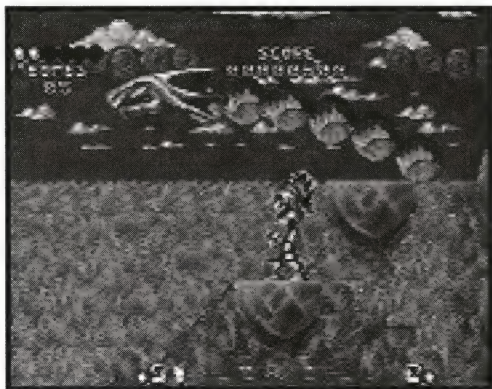


Take the 1-Up quickly before it changes into a deadly skull. (Don't you hate it when that happens?)

best time to jump is when the platform you're on is just starting to move down.)

World 2-5

- ★ **Babe advice:** "The Dagger held within the temple to the east is a source of power for the wizard. It must be retrieved."
- ★ From the start of the World, go right through the tunnel, then jump up the waterfall. Watch out for the snake at the top of the waterfall. Walk right and jump up the small ledges, then walk right again to the waterfall with fish jumping out of the water. Cross the falls and open the chest for **100 Coins**, then return left and drop down the falls. Steer left to land on a ledge and walk left to the



The waterfalls are filled with nasty creatures, such as this giant snake.

- Weapon Master's Shop.** Buy equipment, leave, and go right across the bottom of the waterfall to the temple entrance.
- ★ **Inside the temple,** shoot the wizards in the head to make them blow up. (Gross!)
- ★ After retrieving the Dagger and leaving the temple, go up the waterfall, left, down the small ledges, then left again. Jump over the gap in the bridge and keep going all the way to the left to the chest. Open it up for a **Life Meter Icon**, then jump up the small ledges to the gate.

World 2-6

- ★ **Babe advice:** "Collect the Statue of the Phoenix from the temple and climb the waterfalls. Remember, some rocks can be moved..."
- ★ **Inside the temple,** walk left and *through* the wall. Open the chests and drop down past the skulls. Walk right and open the chest, then go through the wall again and open the chest to collect the Statue.
- ★ Go left from the temple and cross the waterfall on the floating platforms, then go up on the floating platform. Kill the dragon and go right to the waterfall. Jump to the top of the waterfall and look for the two rocks side by side. Hit the right rock to the right with your sword,

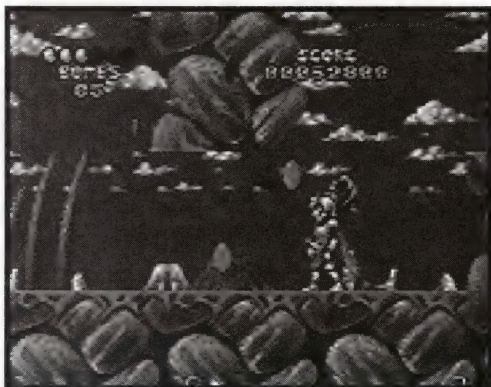
Galahad

then go right and drop to the ledge with the blue dragon. Kill the dragon and take the 1-Up. Walk right, kill the water creature, and jump up the ledges. From here, go left across the top of the waterfalls to the gate.

World 2-7

★ **Babe advice:** “Defeat the Giant Otter and collect the Sphere of Power to open the gate to the next World.”

★ Stand next to the Coin-erupting volcano at the start of the World and keep grabbing **Coins** until you have the maximum of 9998. Then walk left and drop down the right side of the waterfall



The volcano in World 2-7 spews forth an infinite amount of coins.

to the **Giant Otter**. Don't attack him yet, though. Walk left and drop off the ledge, then steer right to land next to a row of chests. Open them all for more Coins (even though you don't need them) and walk right to the Weapon Master's Shop. Buy the Mage Armour, Lion Blade, and some Rune Bombs. Leave the shop and go back to the Giant Otter. Whack him in the head until he explodes, then take the Sphere and go right to the gate.

World 3-1

★ **Babe advice:** “Journey west to the castle entrance. Retrieve the Spell Book thus limiting the extent of the wizard's powers.”

★ From the start of the World, go left and ride up the floating platform. Don't open the chest; just jump left across four ledges. Wait for a floating platform and ride it up into a secret area. Walk right and slice through the baby dragons to find a chest with a **1-Up**.

★ **Inside the castle**, go left past the “No Swimming” sign and open the chest at the end of the tunnel for a **1-Up**. (You'll take one dot of damage, but it's worth it for the extra life.) Return to the right and explore the castle to find the **Spell Book**.

★ After you get the Spell Book, climb to the top of the castle and walk to the right. Wait for a floating platform to appear and ride it to the right.

World 3-2

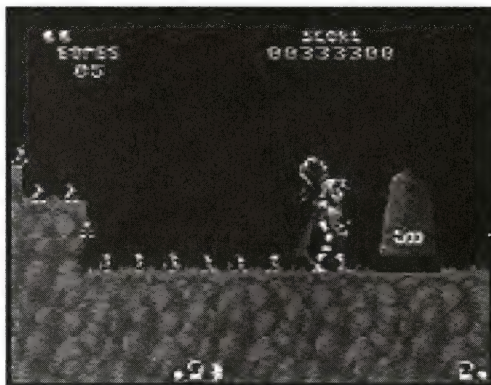
- ★ **Babe advice:** “Scale the castle walls and cross the ramparts to locate the castle entrance. Then find the Sceptre and return west.”
- ★ From the start of the World, walk right and defeat the dragon for a **1-Up**, then go left and climb up the castle ledges to find the entrance.
- ★ **Inside the castle**, walk left and use the sword to knock down the three wooden ledges. Walk back to the right and make your way to the chest with the Sceptre. (You can destroy the spinning obstacle with your sword.) Take the Sceptre and jump onto the tiny ledge, then jump right onto the wooden ledge you knocked over earlier. Walk right and leave the castle.
- ★ **Back outside**, walk left and jump to the chest. If you don’t jump, you’ll fall down a hidden tunnel. Open the chest, then walk right and drop into the tunnel. Walk right again to drop to the area where you started the World. Go left and up from here to find the exit.

World 3-3

- ★ **Babe advice:** “Use the machinery to cross the pits, then recover the Chalice. The cave is where the wizard keeps his prisoners.”
- ★ From the start of the World, walk left and jump up the ledges, then go right and drop down the middle of the shaft to land on a strange machine. Press Right on the control pad to move the machine in that direction, then jump onto the ledge when you reach it.
- ★ Walk right and jump up the ledges. The tunnel leads left at this point, but jump up and right to the door and go inside. You’ll find yourself in a level from **Lemmings**, the puzzle game from Sunsoft! Walk right and slash the rock with your sword to give the Lemmings a clear path to the exit. When all the Lemmings have left, walk in front of the exit and press Down to leave.

World 3-4

- ★ **Babe advice:** “Travel up on the wheels to locate the chest containing the Silver Bracelet. Once found, return it to the gate.”
- ★ From the start of the World, walk left and jump



The suicidal Lemmings make a cameo appearance in World 3-3.

Galahad

up the first two wheels. Go left and up, then jump right across the skinny ledges. Walk right and jump up the metal ledges, then walk right and open the chest. Continue right to the Weapon Master's Shop.

- ★ After you collect the Silver Bracelet, jump left onto the wheel, then jump left into the wall. You'll land in a hidden passage. Go left from here to find the gate.

World 3-5

- ★ **Babe advice:** "Defeat the re-animated Spider Queen and return to the gate with the Helmet of one of its victims."
- ★ From the start of the World, walk left and drop down the small ledges. Destroy the barrel, then walk left and drop straight down to land on a tiny platform. Jump right across the tiny platforms, then jump up the ledges. Destroy the barrel, jump up the ledges, then ride up the floating platform.
- ★ Jump right across the gap and destroy the small robot, then walk right and drop. Steer left to land next to a huge monster. Destroy the monster for a **1,000-point Coin**, then walk right and jump across the small platforms. Walk right and drop down to attack the huge robot from behind. Take the 1-Up, then walk right and jump all the way up the ledges to the swinging ball. Go left and destroy the dragon snails, then continue left over the small platforms and destroy another snail.
- ★ Walk left and jump up the small ledges. Destroy the barrel, then walk right and destroy another barrel. Keep going right and walk through the door. Jump right and open the chest, then jump left and open the second chest. Walk right and drop down the small ledges to the Queen Spider. Kill her, take the Helmet, and go down and left to the gate.



The Queen Spider's back and she's bad, but she'll also be dead once you're done with her.

World 3-6

- ★ **Babe advice:** "The wizard has brought the Giant Otter back to life. You must defeat it and remove its Heart."

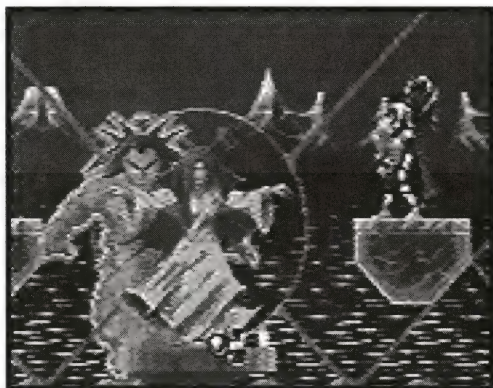
Galahad

- ★ From the start of the World, go right and enter the Weapon Master's Hut. Buy whatever you need and then leave. Walk left and destroy the creature popping out of the ledge, then go left and kill a second creature to get a **1-Up** Icon. Take the 1-Up, then walk right and drop down the shaft. You'll land on a small platform. Jump left and open the chests for various items, then ride up on the floating platform and go back to where you started the World. Drop down the shaft on the far right. Jump across the platforms and kill the **Otter**. Grab its **Heart** and run right to the gate.

World 3-7

- ★ **Babe advice:** "I can help you no more. You must defeat the wizard to rescue the princess and destroy his domain forever."

- ★ **The final battle** is a breeze. Hack away at the wizard until he explodes, then touch the princess in the middle of the room. You'll be treated to a brief ending sequence (in a "wide-screen" format) and programmer credits.



Thrash the floating wizard and touch the lovely princess to win the game.

Awesome Secrets!

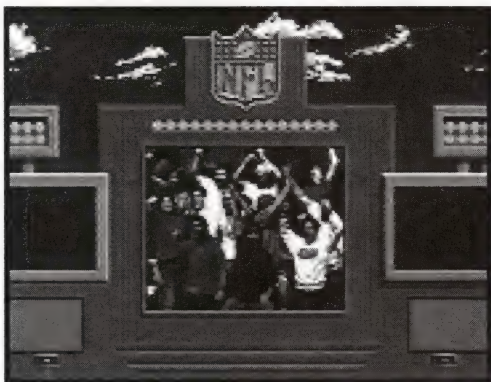
- ★ **INFINITE LIVES AND LEVEL SKIP:** Go to the Options Screen and enter a password (if you have one), then enter the password LTUS. Start the game and you'll have unlimited lives. Press A and START during the game to skip ahead one level.
- ★ **PASSWORDS:** Use these passwords to skip ahead to Worlds 2 and 3. You can also use them with the Infinite Lives trick. World 2: ZXSP; World 3: LVFT.

JOE MONTANA SPORTSTALK FOOTBALL '93

BY SEGA OF AMERICA

Introduction

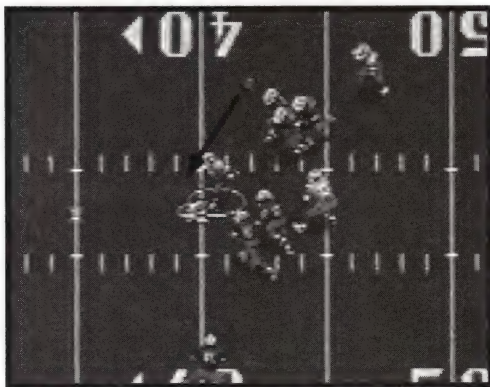
Joe Montana is inarguably the best quarterback in the history of football. (Even though he's tarnishing the memories of his otherwise brilliant career by trying desperately to be a starting quarterback again. Give it up, Joe.) He's taken the San Francisco 49ers to four Super Bowl championships. Joe's first game was good, and the second was better, but the third game is outstanding. You'll find more teams, more speech, more options, and unique plays for each team. This is SportsTalk Football!



And the crowd goes wild! Cinema scenes like this appear after touchdowns and great plays.

Offense

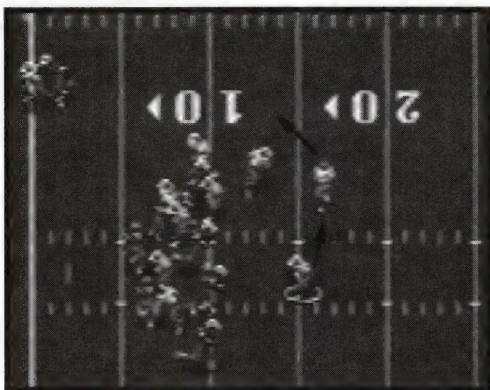
- ★ There are two plays in this game—one passing, one running—that combine to form a potent offense. Use the passing play when you're in your own territory or near midfield, and use the running play when you're within your opponent's 35-yard line. These plays work best with the horizontal viewpoint, but also work with the vertical views, just not as well.
- ★ The passing play is the **272 Corner**, which sends four receivers downfield. When the ball is snapped, press the B button 3 or 4 times to switch the passing arrow to a deep receiver, then hit A to fire a long bomb. Don't throw the ball too early or too late, or you'll be intercepted (and don't you hate it when that happens?).



You can gain major yardage with the 272 Corner pass play, but it's a risky play.

Joe Montana SportsTalk Football '93

- ★ The running play is **Red/Sweep Strong**. This play is useful because it gives you a wall of four blockers to run behind. You should also run a lot of naked bootlegs—that is, run with your QB in the opposite direction of the strong sweep. Bootlegs are best if you have a fast QB; Philly's quarterback can run like the wind. Experiment with the various running plays to see what works best against your opponent.

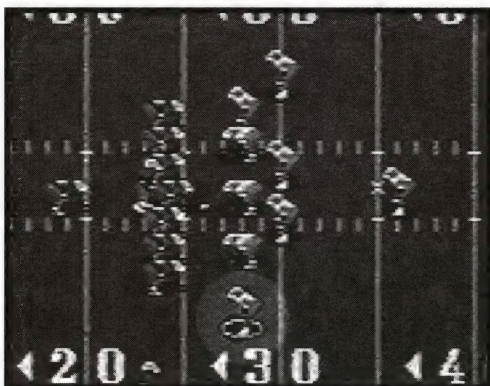


Red/Sweep Strong sends your halfback around the line of scrimmage with four blockers.

- ★ The key to running the **bootleg** is to check out the defense. If there are only one or two linebackers on the side of the field where you'd run the bootleg, it's probably worth doing it. If both sides of the field are evenly covered by the defense, use the strong sweep and let your running back pound out the yardage.
- ★ One more tactic to use when running is the **delayed handoff**. When the ball is snapped, use the joystick to move the QB and prevent him from handing off. After a few seconds, press A and the QB will pitch the ball to the running back, who's already in position to break downfield. Don't wait too long, or pressing A will pass the ball instead of pitching it.

Defense

- ★ Use the **Odd/Red Dog O formation** (or a similar formation if your team doesn't have Odd/Red Dog O), and when the teams appear, press A to switch control to one of the linebackers at the line of scrimmage. Pick the linebacker that isn't being guarded by an opposing player. If both linebackers are being guarded,



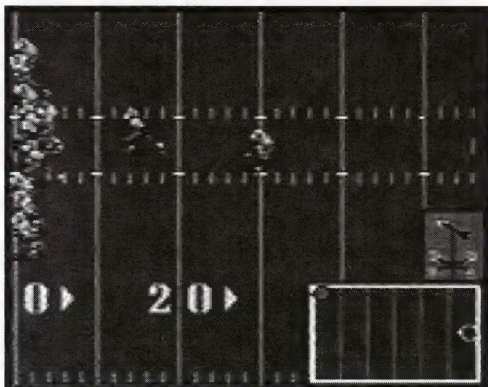
Switch control to one of the linebackers and blitz across the line.

Joe Montana SportsTalk Football '93

choose one of them and then move him up or down so that he can run around the line. When the ball is snapped, blitz into the backfield and nail the quarterback or running back for a big loss. You may even intercept a pitchout from the QB to the RB!

Kicking

- ★ You can kick most of your punts out of bounds so that the opposing team can't return them. When the Kicking Indicator appears, move the line to the top or bottom of the Indicator and press A at the maximum power level. You'll kick a boomer of a punt that may or may not go out of bounds, depending on the wind.



Here's a picture-perfect punt. The wind will blow the ball another 10-15 yards downfield.

Awesome Secrets!

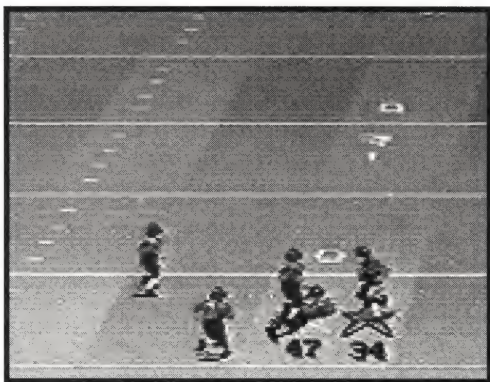
- ★ **PLAY AS ANY TEAM IN THE SUPER BOWL** — Choose the team you want to play as in the Super Bowl from the tables below, then enter the following password: (Team)YNTSKBC. For example, to play as the New Orleans Saints, enter VLBYNTSKBC.
- ★ **TEAM TABLE (NFC):** BLB=Atlanta Falcons, DLB=Chicago Bears, HCB=Dallas Cowboys, KLB=Detroit Lions, LLB=Green Bay Packers, RLB=Los Angeles Rams, TLB=Minnesota Vikings, VLB=New Orleans Saints, XTB=New York Giants, ZLB=Philadelphia Eagles, OLB=Phoenix Cardinals, 4LB=San Francisco 49ers, 5HB=Tampa Bay Buccaneers, 6LB=Washington Redskins.
- ★ **TEAM TABLE (AFC):** CDB=Buffalo Bills, FLB=Cincinnati Bengals, GDB=Cleveland Browns, JDB=Denver Broncos, PDB=Houston Oilers, MDB=Indianapolis Colts, NDB=Kansas City Chiefs, QDB=Los Angeles Raiders, SDB=Miami Dolphins, WDB=New England Patriots, YDB=New York Jets, 1DB=Pittsburgh Steelers, 2DB=San Diego Chargers, 3LB=Seattle Seahawks.

JOHN MADDEN FOOTBALL '93

BY ELECTRONIC ARTS

Introduction

Electronic Arts continues to refine the greatest football game ever made with the release of John Madden Football '93, packed with more features than ever: 38 teams (including two All-Madden teams and eight All-Time Great teams from seasons past), updated stats from the 1991-92 season, new plays and formations (including the hurry-up offense), a pre-game coin flip, more player animations, and sound samples of John Madden himself shouting Madden-esque things like "Boom!" and "Heck of a play!" John Madden Football '93 is the ultimate football game—at least until Madden '94!

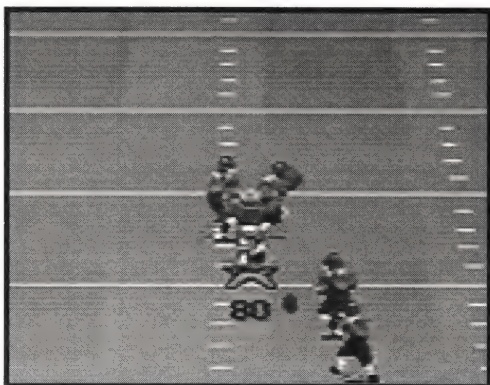


Press B when running to spin tackling opponents off, then make a break for the end zone.

Passing Plays

★ Madden '93's game-play is all but identical to Madden '92, so the passing strategies for both games are the same (taking the new team stats into account, of course).

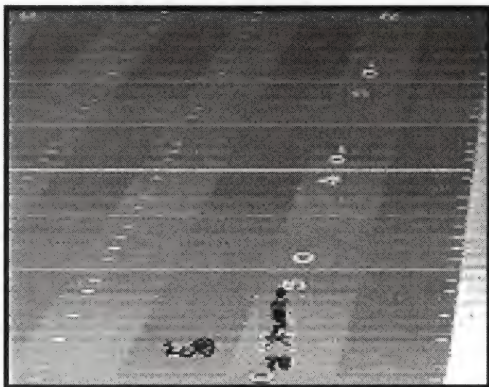
★ **San Francisco** is (still) the best passing team, with a golden quarterback and a wide receiver who's almost as fast as Sonic the Hedgehog (#80, the left WR). Try one of these four plays to see #80 at work. Fast, Run & Shoot, Post Up (#80 is the A receiver); Fast, Run & Shoot, Post In (#80 is the A receiver); Fast, Pro-Form, Cross Pass (#80 is the B receiver); Fast,



The left wide receiver (#80) on San Fran's team is fast, making him perfect for pass plays.

John Madden Football '93

Shotgun, Post Out (#80 is the A receiver).



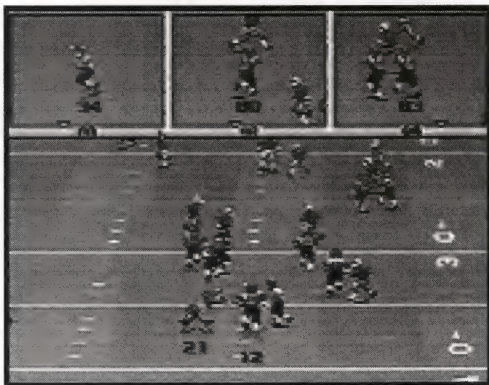
The running game isn't as effective as it was in Madden '92, but still works quite well.

Running Plays

- ★ The running game is less potent in Madden '93 than Madden '92. Either the running backs have been made weaker or the defensive players have been made stronger, because it's harder to get big yardage (20+ yards) with the run. The defense also shifts around a bit at the line of scrimmage before each play, just to make things tougher on you. So with that in mind, here's an excellent running strategy. Choose a team with an outstanding running back (Buffalo, Detroit, or Washington, to name three) and run two plays continuously: Normal, Pro-Form, HB Toss Left when your team is on the right side of the field, and Normal, Near, HB Toss Right when your team is on the left side of the field. When the play is run, steer your HB upfield and use the B button to spin when someone tries to tackle him. Good running backs are almost unstoppable when they spin.

Defensive Plays

- ★ Here's a defense that works best with teams that have a fast left cornerback. Choose Dime, Cover, CB Blitz. Press B once to switch control to the left cornerback, then move him up to the line of scrimmage. Wait for the snap and blitz in for the sack!
- ★ You can use the strong safety instead of the cornerback; the SS is an even faster player, but you lose



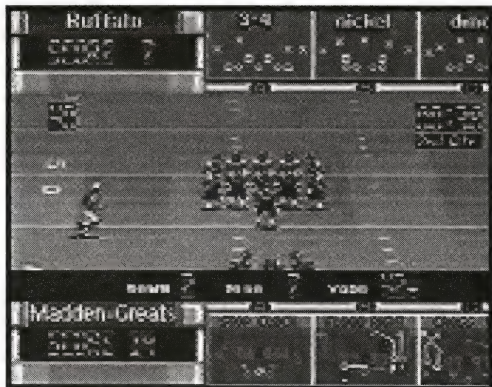
Use Dime, Cover, CB Blitz, then press B once for the left cornerback and go for the sack.

John Madden Football '93

your deep pass coverage when you use him to blitz. Use Dime, Cover, CB Blitz and press B four times to switch control to the strong safety. Run up to the line, wait for the snap, and make the quarterback eat turf.

Other Plays

- ★ The Hurry-Up Offense is good because it keeps the defense from changing formations, but it's bad because you can't change offensive sets. If the defense is shutting you down, use a huddle so you can change sets, but if you're kicking butt, use the Hurry-Up to keep the defense from adjusting.
- ★ Remember to use the new Stop Clock play when you need it. It uses up a down, but if you don't have any time outs, you really don't have a choice.



Remember the Stop Clock play when time is getting short and you don't have any time outs.

NHLPA HOCKEY '93

BY ELECTRONIC ARTS

Introduction

Electronic Arts' quest for the perfect hockey game continues with NHLPA Hockey '93, a brilliant sequel to NHL Hockey. NHLPA '93 doesn't have actual NHL team names or logos, but it *does* have actual players: Wayne Gretzky, Mario Lemieux, Jeremy Roenick, and hundreds more. It also has several game-play improvements over the original: a smarter computer opponent, computer-controlled goalies who make spectacular new saves, new defensive moves, player injuries, detailed statistics, and (as the old cliché goes) much, much more.



He scooooores! The players get together and do a victory jig after every goal.

Attacking

- ★ There were plenty of ways to score against the boneheaded goalies in the original NHL Hockey, but the keepers in NHLPA are a lot smarter. Here are a few techniques to try against them.
- ★ Skate towards the goal and hit a **wrist shot** to one side of the net. The goalie will (hopefully) deflect the puck. Quickly grab the rebound and pop it into the opposite side of the goal before the goalie can react. What's weird about this technique is that it works best with players that have a weak, slow shot—the goalies find it very hard to deal with slow wrist shots, but can block hard slap shots almost every time.



Slap a wrist shot to one side of the goal, then pick up the rebound and shoot again.

NHLPA Hockey '93

- ★ Stop just behind the blue line and hit a wrist shot *without* aiming it. This chip shot is very tough for the goalie to defend, and he'll end up deflecting it almost every time, leaving you a perfect opportunity to snatch the rebound and slap it home. This technique works better when the opponent's goal is at the top of the rink.



This shooting spot from the blue line works fantastically well.

- ★ Skate past the blue line slightly to the left of the opponent's goal. Press up/left for just a moment, then quickly use a slap shot up/right. This technique also works better when the opponent's goal is at the top of the rink.

Defending

- ★ Use every method of defense at your command. Holding is a good strategy against a passing team; by holding your man, he might be out of position to receive a pass, allowing your team to steal. Reaching in with your stick is an even better strategy, and you'll come away with the puck frequently. Checking should be the last technique you use, since you're called for more penalties for checking than anything else. When you check, hit your target from the front, not from behind, or you may get a Hooking call.



Always check from the front, not from behind as in this picture.

Face-Offs

- ★ When you win a face-off in the opponent's blue-line area, quickly hit a slap shot at the far side of the net. You might just catch the goalie napping.

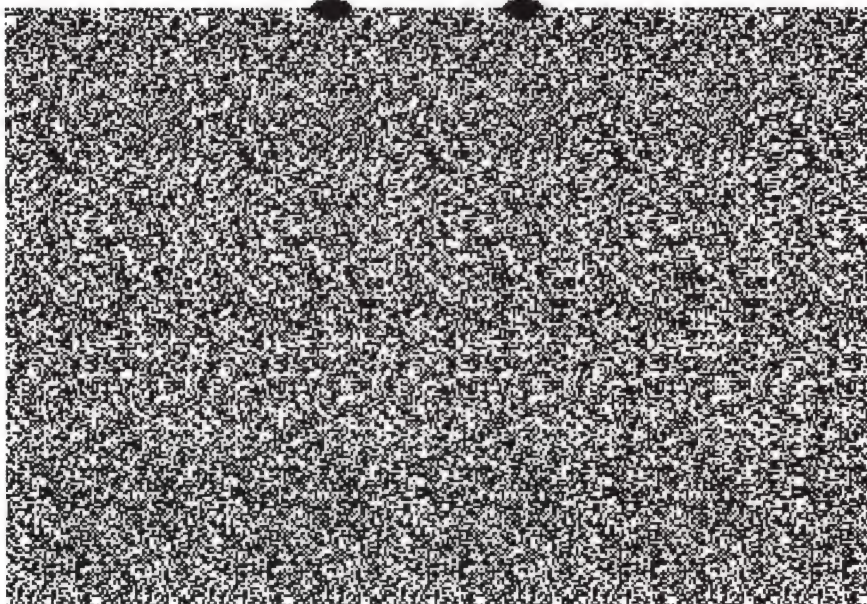
NHLPA Hockey '93

Fighting

- ★ Fighting was fun, but unimportant, in the original NHL Hockey. In NHLPA '93, you've gotta fight to win, because the loser of a fight sometimes gets injured and knocked out of the game. One good fighting method is to stand still and let your opponent skate toward you; whack him with alternating high and low punches. Another method is to stick and move; skate backwards when your opponent takes a swing, then skate forward and clobber him.



Let your opponent walk into your flying fists, or stick and move, to win the fight.



See page 292 for viewing instructions.

NIGHT TRAP (CD)

BY SEGA OF AMERICA

Introduction

A nightmare come true? More like a dream come true! The Sega CD gets a chance to show some of its powers with this excellent interactive movie. Night Trap is a spoof of many popular horror films from the past. More than that, it's a new concept in video games. As a member of S.C.A.T. (Sega Control Attack Team), your mission is to protect the lives of six nubile young teens staying inside the house of Mr. and Mrs. Victor Martin, a house where five young girls have already disappeared. (One of the girls is the star of Diff'rent Strokes and surveillance cameras, Dana Plato.) You control eight hidden cameras located in seven rooms of the house (and in the driveway), as well as traps within those rooms. Use the traps to snare deadly creatures called Augers before they get to the girls. Keep everyone alive long enough and you'll learn the Martins' evil secret....



Scan the eight rooms for Augers, then trap them when you see red.

Awesome Strategies

- ★ The most fun you can have playing Night Trap is by simply scanning around through the rooms until you find something happening, then casually eavesdrop on the conversation. You can also switch between rooms to follow characters as they, for instance, leave the Kitchen and enter the Entry Way. The only problem with eaves-



There are several interesting conversations worthy of eavesdropping.

Night Trap

dropping is you'll never finish the game that way.

To perfectly finish the game you must have a perfect score, with both the number of Captured and number of Possible being the same. If you miss even one Auger, you won't receive the "perfect" ending. To catch all 95 Augers, you'll need to make a timeline of events: a list containing the time, room, and number of Augers to catch at each moment. If you miss an Auger, you'll hear a distinctive beep sound. The moment you hear the beep, quickly scan the various rooms to see if you can find the Auger you missed, then make a note of the time and room so you can be sure to catch him next time. There are also a few situations where you must protect one of the girls, or trap two Augers in the same room, one after the other.

- ★ The best way to trigger the traps is to press and hold the B button as soon as the bar goes into the red. Don't press too early or you won't activate the trap, even if the bar turns red. Release the B button when the Captured counter starts blinking,



You must catch 95 Augers to see the "perfect" ending.



There are three occasions when you must protect one of the girls.



Sometimes you can catch two Augers at once, and sometimes you can't.

Night Trap

then press Start to pause the game and call up the floorplan. You *must* use the floorplan (which pauses the clock) to have enough time to capture all the Augers.

Perfect Game Timeline (95 out of 95)

The following is the timeline for a perfect score and the “perfect” ending. The ironic part is many of the “bad” endings are better than the perfect one. We’ll have a few tips on how to see some of the better scenes that take place.

- 0:00 Hall 1 TRAP 2
- 0:24 Living Room TRAP 2
- 0:30 Bedroom TRAP 1
- 0:40 Bathroom TRAP 1 then TRAP 1
- 1:05 Living Room TRAP 1
- 1:20 Kitchen TRAP 1
- 1:35 Entry Way TRAP 1
- 2:55 Entry Way TRAP 2
- 3:10 Hall 1 TRAP 1
- 3:24 Bedroom TRAP 1
- 3:30 Living Room TRAP 1
- 3:40 Hall 1 TRAP 2
- 3:45 Driveway TRAP 1
- 4:00 Hall 2 TRAP 1
- 4:15 Bathroom TRAP 1
- 4:35 Bedroom TRAP 1
- 4:52 Living Room TRAP 1 then TRAP 1
- 5:25 Bedroom TRAP 1
- 5:32 Driveway TRAP 1 (MOVE **QUICKLY** TO NEXT ROOM!)
- 5:37 Entry Way LISTEN FOR NEW CODE (DO **NOT** CHANGE!)
- 5:50 Living Room TRAP 1
then CHANGE CODE
- 6:05 Hall 1 TRAP 1
- 6:15 Hall 2 TRAP 2
- 6:45 Hall 2 TRAP 2
- 7:00 Kitchen TRAP 1
- 7:25 Bedroom TRAP 2
- 7:40 Driveway TRAP 1
- 7:50 Hall 1 TRAP 2
- 8:00 Bedroom TRAP 1
- 8:10 Hall 2 TRAP 2
- 8:25 Hall 1 TRAP 1
- 8:35 Bedroom TRAP 2



0:00 - Hall 1 - Trap 2



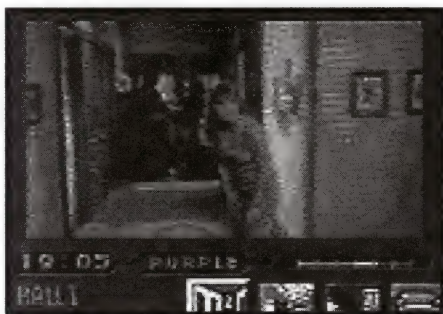
5:37 - Get to the entryway for a code change, but don't change it yet.

Night Trap

- 8:55 Living Room LISTEN FOR NEW CODE then CHANGE CODE
- 9:05 Living Room TRAP 1
- 9:20 Entry Way TRAP 1
- 10:40 Hall 2 TRAP 1
- 10:52 Driveway TRAP 1 then TRAP 1
- 11:25 Hall 1 TRAP 1
- 12:00 Living Room TRAP 1
- 12:30 Bathroom TRAP 1
- 13:10 Hall 1 TRAP 1
- 13:30 Entry Way LISTEN FOR NEW CODE then CHANGE CODE
- 13:50 Living Room TRAP 2 (MAY APPEAR ON DISC 2)

13:50-14:00 INSERT DISC 2 WHEN PROMPTED

- 13:50 Living Room TRAP 2 (MAY APPEAR ON DISC 1)
- 14:10 Living Room LISTEN FOR NEW CODE then CHANGE CODE
- 14:40 Hall 2 TRAP 2
- 15:00 Entry Way TRAP 2
- 16:25 Driveway TRAP 1
- 16:35 Hall 2 TRAP 2
- 16:40 Living Room TRAP 1
- 16:55 Hall 1 TRAP 1
- 17:05 Bedroom TRAP 1
- 17:20 Living Room TRAP 1
- 17:35 Hall 2 TRAP 1
- 17:45 Living Room TRAP 1
- 17:50 Bathroom TRAP 1



19:00 - Hall 1 - Trap 1 on *SECOND red.*

- (MOVE **QUICKLY** TO NEXT ROOM!)
- 17:57 Hall 2 TRAP 2
- 18:10 Driveway TRAP 1 then TRAP 1
- 18:25 Entry Way TRAP 2
- 18:33 Living Room TRAP 1
- 19:00 Hall 1 TRAP 1 ON **SECOND RED!**
- 19:15 Living Room TRAP 2
- 19:30 Entry Way TRAP TONY
- 20:10 Living Room TRAP 2
- 21:15 Bedroom TRAP 2
- 21:30 Driveway TRAP 1
- 21:40 Kitchen TRAP 1
- 21:50 Hall 2 TRAP 2
- 22:10 Bedroom TRAP 2
- 22:20 Hall 1 TRAP 2
- 23:02 Hall 2 TRAP 1

Night Trap

23:15 Hall 1 TRAP 1

23:30 Living Room TRAP JEFF ON **SECOND RED!**

23:50 Driveway TRAP 1

24:02 Living Room TRAP 1

24:15 Hall 1 TRAP 1 (MOVE **QUICKLY** TO NEXT ROOM!)

24:25 Bedroom TRAP MRS. MARTIN

24:50 Bathroom TRAP MR. MARTIN

25:10 Hall 2 TRAP SARAH then TRAP KELLY

(Trapping Kelly is optional. If you do, she'll chew you out before dropping into the trap. If you don't, she'll say a few more words as she walks down the hall.)

Decoys

The following is a list of decoy Augers that will appear in a room and walk near a trap, but are not trappable. Most of the time you will miss an Auger in another room if you're watching one of the decoys.

2:40 Hall 2

8:45 Hall 2

9:35 Hall 2

10:15 Hall 1

10:40 Kitchen

15:30 Hall 1 (You **can** trap this Auger, but don't; it's Weird Eddie in disguise. If you trap him, you won't get the perfect ending.)

17:00 Hall 2

18:10 Hall 1

21:30 Hall 1



Weird Eddie dresses up like an Auger to infiltrate the house. Don't trap him!

Cool Scenes

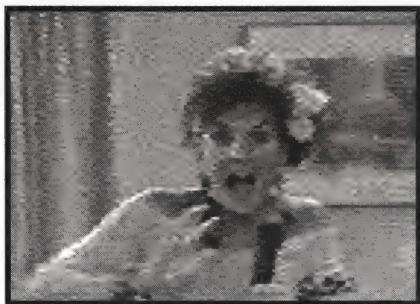
The only problems with attempting to catch every Auger is you'll have to miss some of the cool scenes that take place in other rooms at the same moment. The following is a list of some of the cooler or funnier scenes.



If your sense of humor is slightly twisted, you'll love the living room party scene.

Night Trap

- 2:00 Driveway: The girls arrive. When the Martins go outside, Sarah introduces them.
- 6:00 Living Room: The girls party hearty. The highlight of this scene has to be when Megan dances around with the tennis racket and lip-synchs the Night Trap theme song.
- 9:35 Bedroom: Kelly chats with Sarah.
- 10:00 Bathroom: Megan describes the horror of cosmetic testing on lab rats.
- 10:30 Hall 2: The girls go mental over the fact that *someone is at the door!*
- 12:10 Bathroom: Lisa freshens up in her teddy while a pervert Auger scopes her out from the shower. The best display of flesh in the game, by far.
- 14:50 Entry Way: The Auger gets fried by Weird Eddie's laser gun.
- 15:00 Bathroom and Driveway: Kelly communicates with Mike, one of the SCAT agents. Keep watching the Driveway, 'cause Mike gets wasted before long.
- 15:15 Kitchen: One of the girls finds out that those popsicles in the fridge aren't really cherry flavored--ewww!
- 20:15 Driveway: An Auger gets frazzed (then inspected) by SCAT.



6:00 - Karaoke time!



10:30 - No way! It's a visitor at the door!



14:50 - Fried Auger
with a mild picante sauce.



15:15 - Try delicious new Bloodsicles™
at your local supermarket or blood bank.

OUT OF THIS WORLD

BY INTERPLAY

Introduction

It's rare that a totally new kind of game appears, but there's a good chance you've never played anything like *Out of This World*. It uses a special kind of graphics, called polygon, that are able to move very quickly. The result is a very playable animation that moves smoothly. The adventure pits you stranded on an alien-filled planet. The inhabitants don't exactly welcome you, except for one alien that befriends and helps you while you help him. A password system makes continuing the game easier, but you're likely to find yourself going back to play areas over and over again. Animated scenes and movie-style music set the mood.



The opening animation is very long and totally amazing.

Awesome Strategies

- ★ The **puzzles** range from easy to nearly impossible. This is a great game, and can provide many hours of entertainment if you play it correctly. We strongly suggest you use this chapter only when you are completely stuck and are ready to give up. Some of the “death scenes” are the best scenes, and if you used this chapter to simply walk through the game you would be missing out on them and much more. By exploring every room and making a mental map in your mind of which rooms are above others, you should be able to figure out every puzzle/stage.

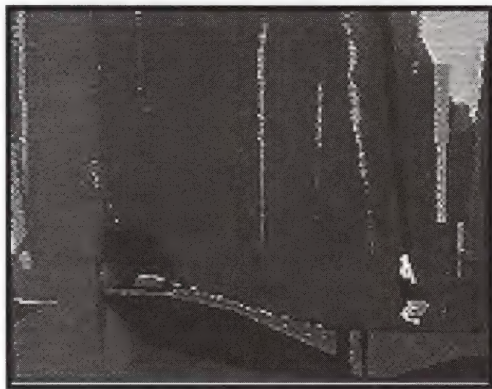


Many of the death scenes are the best animations in the game.

Out Of This World

★ Since the stages are not labeled, the only logical way to refer to them is by the password. Be strong. Resist the temptation to look ahead.

★ **THE FIRST STAGE:** This stage is explained in the manual, but if you don't have it handy, are borrowing a friend's game, or are renting it, We'll briefly explain what you must do. When the stage begins you must hold up to swim out of the ship. To the left of the pool is a **vine**, but first you must go to the far right. The **small black slug-like** creatures are deadly, as you're bound to find out. The safest way to destroy them is with a kick. To the far right is a **black beast** (he's lurking in the background of the earlier scenes). He attacks, but you can't defend yourself against him. You must run to the far left vine (jumping over the black slugs if you didn't kick them) and jump to the vine. When you reach the vine and try to jump, you'll stall for a moment to think about it. If you've run as quickly as possible you'll jump to the vine before the beast grabs you. Return to the far right (keep running) to meet an alien. He'll shoot you, but you're only stunned. When you awaken you'll be in a hanging cage, and you'll meet the only friend you'll find on this planet.



Swing from the vine like Tarzan, then run for your life!

★ **STAGE 2: PASSWORD=** HTDC. You must escape the **hanging cage** by swinging left and right. You'll land on the guard to the right. Grab his **gun** (a light flashes on the ground), then follow your new friend to the right. Go past the first screen and into the second, then duck and shoot the approaching guard. Continue to the right one more screen. Your friend



Swing the cage to squish the guard, then grab the gun and run.

Out Of This World

will start punching a code into a keypad. More guards will come from the left, and you must protect your friend and yourself. There are **three different shots** available from the gun, each one requiring more energy. Try to limit your shots to the minimum needed at all times. By holding the fire button down, the gun will charge and a white orb will form at the front of it. Let go and a **shield** will form. Hold the button longer and the orb will grow larger, forming a **Super Shot**. You don't need to use a Super Shot now. Stand near the center of the screen and put up a shield to the left, then take a step to the right and put up another shield to the left. Continue doing this until your buddy signals you to run right. You can also put shields over other shields. Run to the right and enter the **elevator**, then ride it up and look out the window on the right for a cool animation sequence (no real purpose, but pretty cool). Take the elevator down to the very bottom, then walk left. The moment you step onto the next screen, rapidly fire to shoot a



As your friend enters the code, you must build shields for protection.



Ride the elevator up and look out the window for a cool view.



Bottom Floor: Be ready to blast a guard the moment you enter this room.

Out Of This World

guard (you don't need to duck). Shoot another blast at the left wall (where a small white dot flashes), then ride the elevator up one floor. Use a Super Shot to blast through the wall, then quickly go to the right and go down through the hole before the guard gets his door open. Run to the left. Go up to the second floor, then go left. Don't blast through the wall. Wait for your friend to open a **hatch** to an **underground passage**.



Wait for your friend to open a hatch, then jump into the next stage.

★ **STAGE 3:** PASSWORD=CLLD. Roll slowly to the left until you see an **airstream**, then wait until it stops and quickly roll past it. Drop down and roll to the right slowly until you see another airstream, then wait for it to stop and quickly roll past (this one has shorter bursts). Drop down to find yourself with airstreams to the left and right. Timing the roll to the right is tricky here, but watch for the rhythm and make your move. Drop down and go left (no airstreams), then go right and drop down to the next stage.

★ **STAGE 4:** PASSWORD=LBGK. You'll be in a mostly blue room with a glowing wall to the left. Enter the room and shoot your gun at the wall to **recharge** it, then shoot Super Shots at the three-layered wall to the right. Recharge your gun again and go right two screens. As you go outside you'll see a guard. Quickly shoot him, then continue to the right. Stop when you enter the next screen to avoid falling off a ledge. Stand at the edge and jump to the far right to land on a lower ledge, then fire a Super Shot at the wall to the right. Enter the hole.



Shoot the left wall in the glowing room to recharge your gun.

★ **STAGE 5:** PASSWORD=XDDJ. Drop down the first hole, then go right

Out Of This World

and drop down the next hole. You'll be on an **anvil-shaped rock**. Go to the screen on the right and jump over the **spikes** below (those tentacles won't grab you), then continue to the next screen. Watch for **falling rocks** on this screen. They fall in a pattern, always in the same spot — study the screen for safe spots. As soon as the rocks land, run past them while they're still breaking apart. On the next screen to the right, watch the pattern of the falling rocks again, then run to the right where the two walkways join near the **tentacles**. Don't stand below the tentacles. Take a few steps to the left up the higher walkway (the rocks won't hit you), then shoot your gun to the right at the tentacles. Go off the screen to the right. Jump over the **floor monsters** in this area. On the next screen, shoot the tentacles and avoid the floor monsters. Be careful to avoid a **hole** as you enter the next screen. Jump over the hole, avoiding the **floor monster** on the other side, then go right. Walk through to the next screen and fire a Super Shot through the **wall**.

- ★ **STAGE 6:** PASSWORD=FXLC. Run back to the left until you reach the first **falling rocks** screen (avoiding floor monsters on your way). Go up the higher walkway while avoiding the falling rocks. On the next screen (with more falling rocks), there's a **bird** hanging from the ceiling. Walk up the path past him, then turn right and shoot him. He'll fly onto the next screen. Follow him. Jump off the ledge and grab onto the **stalactite** hanging from the ceiling, then push Up on the control pad to climb it. Jump to



The falling rocks land on the lower ledge, making the higher ledge safe to walk on.



Climb across the stalactites, quickly past the tentacles as the bird is captured.

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the next stalactite and wait for the bird to get caught in the **tentacles**, then quickly climb across the rest of the stalactites to the left. When you jump off the left of the screen from the last stalactite, you'll land on top of the anvil-shaped rock.

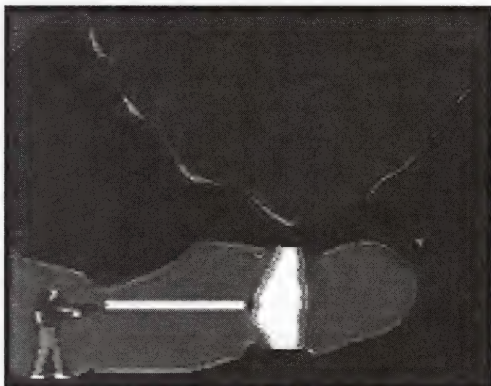
- ★ **STAGE 7:** PASSWORD=KRFK. Fall off the left side of the **anvil-shaped rock** and fire a Super Shot at the base to crack it and cause it to tilt. Climb to the upper right passage, then go right. Carefully jump over each hole as you venture across to the far right until you see **water** above. Here comes the tricky part! Stand to the far left of the screen and fire a Super Shot to the right to release the water, then race it back to the left three screens. As you jump on the rock covering the left hole

you'll be pushed up by the water. Walk up the passage to the right. Fire a Super Shot at the right wall, then go to the next screen. Go up the **stairs**, then jump over them to the right. Walk across the **moss-covered wall**. On the next screen you'll see your **alien friend** thrown into a small passage.

- ★ **STAGE 8:** PASSWORD=KLFB. Run back to the left and down the **stairs**, then run to the right. When you enter a room with three **chandeliers** go to the bottom of the stairs and duck, then fire rapidly to the right to shoot a guard. Go up the steps and shoot the chandelier (to release your friend), then go back to the right. Keep running until you're knocked to the floor by a guard. He'll pick you up off the ground (about two feet off the ground, actually). Hold Down on the control pad and hit Y to kick him, um, between the legs. Run to the



Shoot the base of the anvil-shaped rock, then climb upward.



Fire a Super Shot to release the water, then make a run for the far left.

Out Of This World

left and press down to **grab your gun**, then shoot the guard. Go to the right to the next screen. Place a shield on your right, left of center, then walk through it and place another shield to your right so you're standing between them. Blast the guard on the right, putting up more shields as necessary to protect yourself. When the guard on the right is toast, run to the right and quickly jump into the **water** before the other guard catches you.

- ★ **STAGE 9: PASSWORD= DDRX.** It's time to go swimming. Swim down two screens, then left two screens. Go up into the second passage (avoiding the **floor monster**) and get air in the **air pocket**. Swim back down two screens, then go right. Climb out of the water carefully to avoid the floor monsters, then go to the next screen at the right. Shoot the **force field** (dotted line), then go back into the water and swim up to the **air pocket** again. Go back down one screen, then two screens right and two screens up to reach the area where you began this stage.



Kick the guard between the legs, then roll and grab your gun to shoot him.



Place a shield to the left and right, then concentrate on blasting the guard on the right.



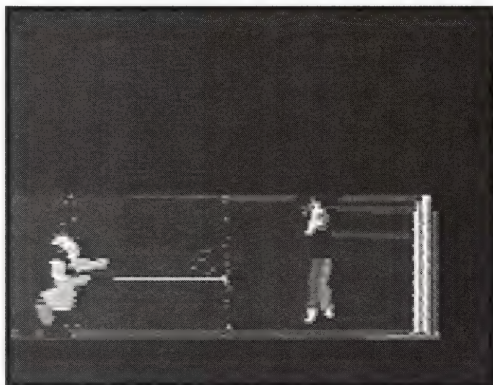
Shoot a Super Shot to destroy the Force Field, then return to the air pocket.

Out Of This World

- ★ **STAGE 10:** PASSWORD=HRTB. Get out of the **water** on the left side and go to the next screen. Keep running left until you reach the **stairs**, then stand under the **electric lift** and press Up. Go up the stairs, zapping the guard at the top-left. Go to the next room. Place a shield up next to the **triple-layered wall**, then walk to the right until the doors open. When the guard throws a **glowing grenade**, step back to the left until the door closes. The grenade bounces back and destroys the guard. Go through the door, then fire a Super Shot at the wall to the right. Go to the next room. Stand below the **electric lift** and press Up. **Recharge your gun**, then go back down through the electric lift. Go to the next room at the right. This part is tricky. Watch the largest of the **three glass spheres**. Crouch down and watch for the glare on the bottom of the sphere to reach the center area, then blast the sphere to make it drop. Listen for a yelp of pain. It crushes a guard below, which you'll get to check out later. Go back three screens to the left, then down the stairs and two screens to the right. Swim across the **water** and continue right to see the guard. Go to the next room.
- ★ **STAGE 11:** PASSWORD=BRTD. Fall down the hole and blast the wall to the right with a Super Shot quickly, then run for your life! When you reach the far right **dead end** turn to the left and put up a shield. Keep creating shields and fighting the guards off until your alien friend rescues you from above.
- ★ **STAGE 12:** PASSWORD=TFBB. Walk to the left a few steps as your friend runs into the building, then run to the right



Kneel and aim at the green glass sphere, then fire when you see the guard's reflection.

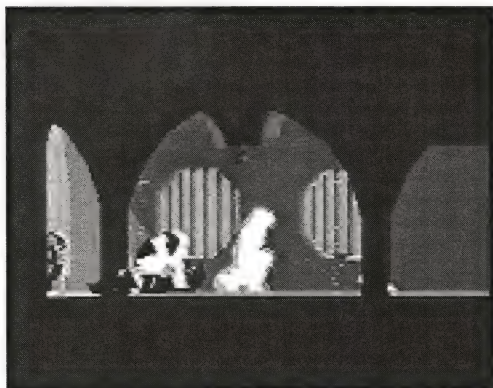


At the dead end, make shields until your friend rescues you from above.

Out Of This World

along the path in the background. Go two screens to the right, then run into the other side of the building to help your friend. Walk up to the shield until your arm can reach through, then shoot the guard on the right. Wait for your friend to finish off the other guard, then follow him to the right. Run into your friend's arms and he'll toss you across the **gap**, then he'll attempt the jump and fail. You've got to save him! Stand on the edge above your friend and jump to the left to swing into a tunnel to the left. Here's comes the toughest part. Guards will attack from the left. Stand on the right edge and place shields to the left, then take a step forward and fire a Super Shot to break their shield. Quickly fire another shot to fry a guard, then make another shield, step forward, and fire another Super Shot.

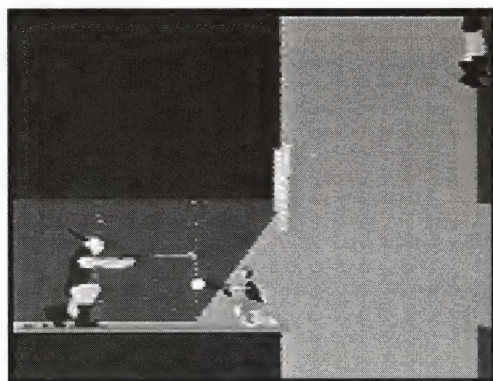
- ★ **STAGE 13:** PASSWORD=TXHF. Run to the left, following a group of guards escaping the building. When you reach the **sliding door**, stop directly before it (so it stays open but you won't be crushed if it closes) and point



Shoot the guard on the right, then wait for your friend to finish off the other.



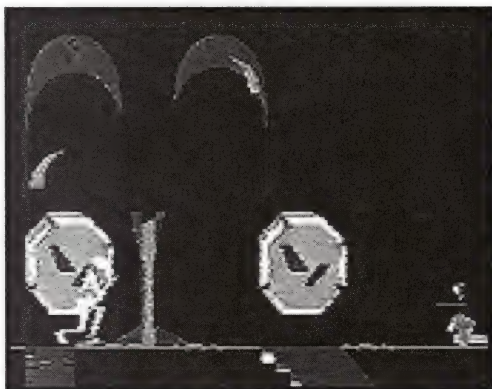
Your friend will throw you across the gap, then miss when he tries to jump.



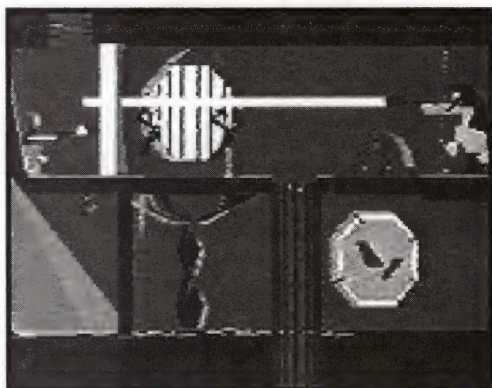
On the right edge, quickly and repeatedly place shields and shoot.

Out Of This World

your gun at the guard trapped in the building. He'll raise his arms, then hit a button to close the door. Run to the right one screen and climb the **stairs**, then jump over the stairs to the right and face left. Place a shield to your left, then step forward and fire a Super Shot to destroy the wall next to the guard. He'll roll **glowing grenades** that'll travel down the stairs. Wait until at least five grenades are dropped (to destroy a blockade below), then blast the guard. Go down the hole to the left of where the guard was, then face right and charge up a Super Shot. When the guard blows up the wall, let the Super Shot fly. Quickly fire a few regular shots at the guard. Go down the **shaft** at the center. Blast the wall on the right, then go back up the shaft and up the hole at the left. Go down the stairs, then fall into the hole by the steps. Run to the right through the next screen, then when the laser blasts stop and you're near the right edge of the screen, stop! You'll be in a totally dark room. If you fire your laser you'll have a brief look at your position.



Wait for the guard to roll five grenades, then blast him.



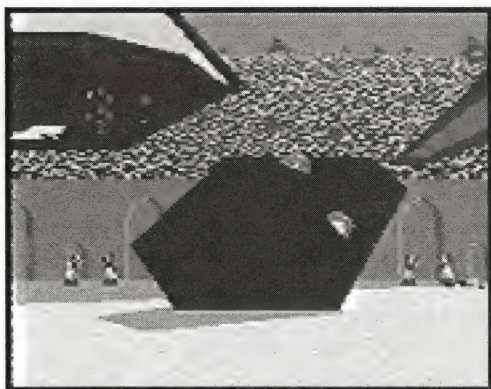
Charge up a Super Shot, then let it go when the guard blasts the wall.



If you walk fast out of the dark room, you'll fall into this hole early, missing the switch.

Out Of This World

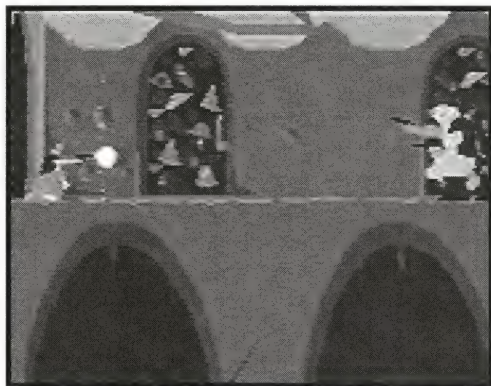
Carefully take steps forward one at a time until you're on the next screen (lighted). There's a hole you'll fall into if you take even one extra step. Jump over it, then hit the **lever** on the wall. Go down the hole and run to the right quickly. When you reach a dead end, push Up to rise up through an electric lift, then go left. Walk left to activate a floor and save your **friend**, then follow him right. Go up the passage and right to the battle vehicle.



Press the buttons in the battle vehicle to launch out of this war zone.

- ★ **STAGE 14:** PASSWORD=CKJL. Inside the **battle vehicle** you'll see your face in the driver's seat dome as it closes, then the reflection of sunlight appears as the doors open into the arena. There are plenty of controls here to play with, but you should concentrate mostly on getting the heck outta here. Press the lower button first. More buttons appear. Press the lowest-left button to make a keypad appear. Press the button on the right side of the green light to activate the control panel and weapons. There are plenty of weapons to fire, but your goal is to escape. Press all four of the buttons in the upper-left corner, in any order. A white button will flash — press it to activate the **escape pods**.

- ★ **STAGE 15:** PASSWORD=LFCK. Your pod lands in a **bathing pool**, but the ladies are soon replaced by gun-toting guards. Run to the next room (right), then crouch down and put up a shield to the right. The lasers from the left are harmless if you continue to crouch. Blast every guard that appears from the right (Super Shots work great), then run to the right. Your **friend** will join you on the next screen, but continue running right.



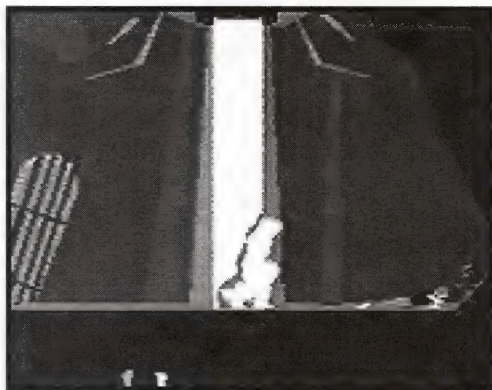
Crouch down, build shields, and fire Super Shots at the guards.

Out Of This World

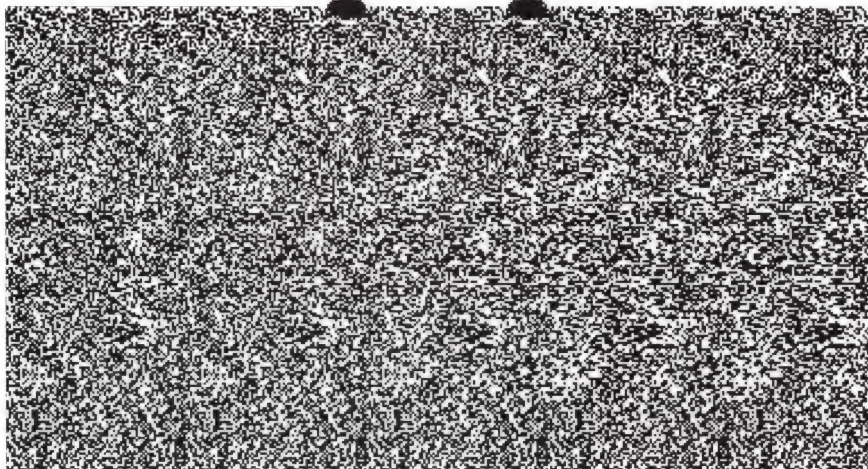
The ground will be shot out from below you, but you'll be rescued (sort of). After being kicked to the right your true friend will fight his **evil twin**.

Immediately crawl to the right to the **controls**. As the evil twin walks towards you, wait until he reaches the center of the room and push Up and Y to pull the lever and fry him. Hit the switch again, then crawl backwards as

soon as possible to get sucked to the roof before nearby guards shoot you. As expected, the ending sequence is totally awesome. Even the credits are fun to watch. Best of all, it looks like a sequel is imminent! We hope it's soon.



When the evil twin is below the disc on the ceiling, throw the switch.



See page 292 for viewing instructions.

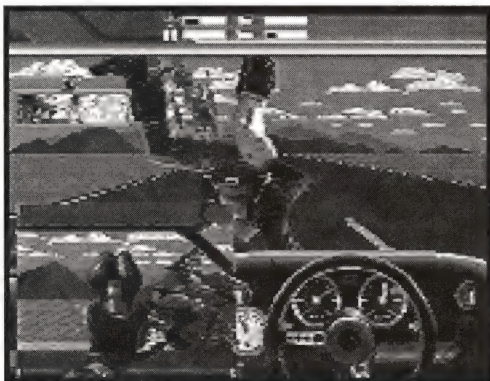
OUTLANDER

BY MINDSCAPE

Introduction

You are the Outlander, a mercenary soldier on a mission to rescue a kidnaped scientist from the clutches of the evil Duster and his gang of thugs and thieves known as the Wastelanders. You're equipped with a powerful car and a sawed-off shotgun; during your mission, you can pick up more items for yourself and your car in towns along the side of the road.

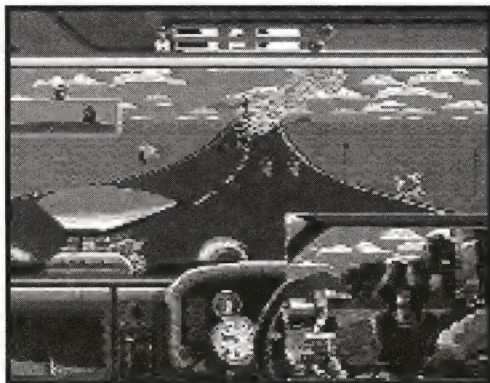
Outlander plays a lot like a video game version of *The Road Warrior* (an excellent movie with Mel Gibson), with plenty of violent action and even a little gore—hit the brakes when a Wastelander is behind you and what's left of him will fly over your windshield. Yuck!



Slam on the brakes and watch Wastelanders go flying.

Awesome Strategies • Driving

- ★ We've found a brilliant technique that makes the driving sequence **extremely easy**. The trick is not to drive at maximum speed, but to drive slowly enough to **match the speed of the attacking bikes and cars**. You'll lose bonus points for driving slowly, and you'll have to stop and scavenge more often for fuel, but you'll gain bonus points for your excellent driving skills, and enemies won't be able to shoot you from the side or from in front (unless you get too close to a car). Experiment and practice until you can drive slowly enough to match the speed of the



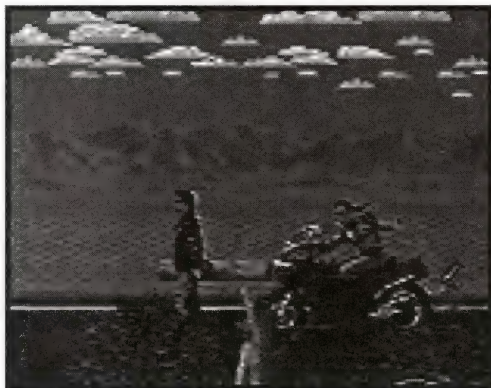
Match speeds with the Wastelander vehicles to keep from being attacked.

Outlander

enemies, or just look at the speedometer and RPM gauge in our picture and try to match it. A few things to keep in mind when using this technique: watch your rear-view mirror for cars (if they ram you from behind, you'll take major damage) and don't shoot bikers in front of you unless they keep throwing bombs.

Scavenging

- ★ About 90% of the time, the first **motorcycle** to attack from the right side of the screen throws a **firebomb**. Walk to the left until the cyclist throws the bomb and keep walking to avoid the explosion. After the firebomb attack, all of the cyclists swing **chains**. Duck and punch the cyclists to hit them.
- ★ Watch the ground *very* carefully for mines. Your jump has a short range, so you have to get close to a mine before leaping over it. Don't attack Wastelanders when they're close to mines. If they drop items, the items might fall onto the mines, making it impossible for you to pick them up.



The first cyclist from the right almost always throws a firebomb.

Towns

- ★ The best way to attack **Wastelanders** is to duck and punch rapidly when they get within range. With armed opponents, stand and run toward them between shots, then duck as they shoot.
- ★ The **food** of the arrow-shooting Wastelanders is almost always radioactive; the food of the bald Wastelanders is almost always okay.



Duck and punch the Wastelanders, then scavenge whatever they drop.

Outlander

- ★ At the start of the game, it only takes **two hits** to kill a Wastelander or break open a crate or barrel. From Tombstone (Town 7) onward it takes three hits; from Wild Basin (Town 14) onward it takes four hits; from Hellburn (Town 20) onward it takes five hits; and from Aridzona (Town 27) onward it takes six.

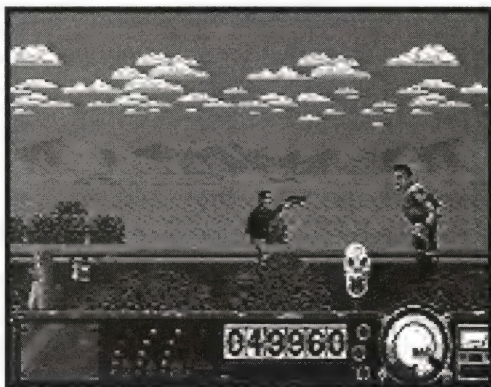


Shoot the crates open instead of punching them.

- ★ As you get farther into the game, and it takes more hits to break open the **crates**, it's better to shoot them than to punch them, since punching them drains your health.
- ★ There are **mines** on the ground in Toxaceville (Town 24) and Ground Zero (Town 25). Watch out for them.

The Final Battle

- ★ After you finish Trumtown (Town 28) and start driving again, you'll see a truck in front of you. Blast the truck until its doors explode to reveal a Wastelander armed with a machine gun. Stay at long range and continue shooting the truck until it blows up. Your car will automatically stop and you'll enter the final Scavenging sequence.
- ★ At the end of the Scavenging sequence is **Duster**. Shoot him with all of your remaining ammo, then duck and punch him like crazy. It takes about 20 bullets and/or punches to defeat Duster. The ending sequence is lame, with just a brief chat with the scientist, followed by programmer credits which you can see at the beginning of the game if you let the demo sequence roll long enough.



Duster is big, ugly, and tough as nails.

Outlander

Awesome Secrets!

★ **PASSWORDS:** Use these passwords to start from any town up to Hellburn (Town 20). You don't receive a password for Toxaceville (Town 24), so you have to complete the last eight levels in a row.

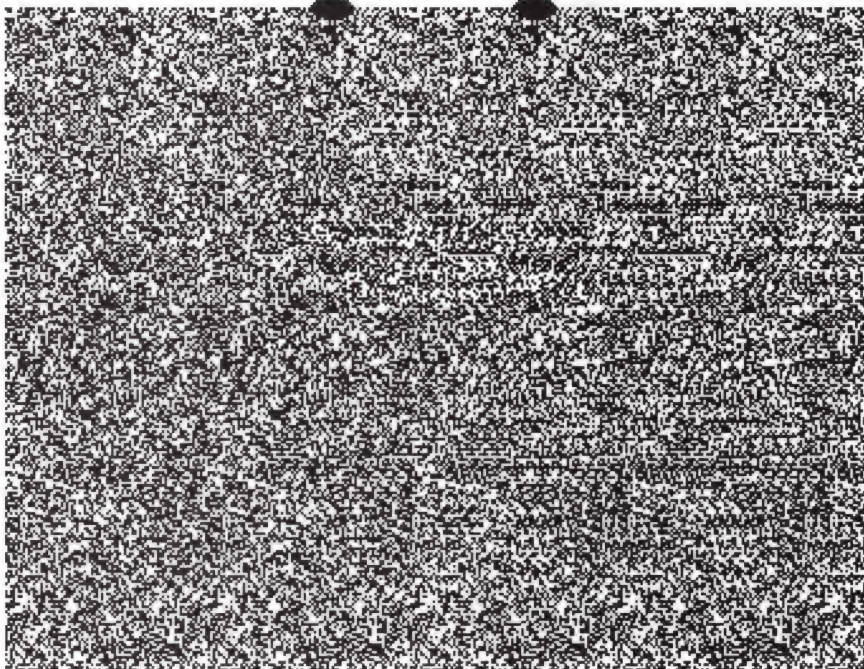
Snake Creek (Town 4, one continue): [SMILEY]SMX20CH0940Q0

Fish Eye (Town 8, two continues): [SMILEY]TN810LFYB80C8

Denial (Town 12, three continues): 66VXH0VKMJC8♥X

Tortilla Flats (Town 16, two continues): ♥3NX118♥0DYYK0

Hellburn (Town 20, two continues): 4ZWX31JMQ♥KL48



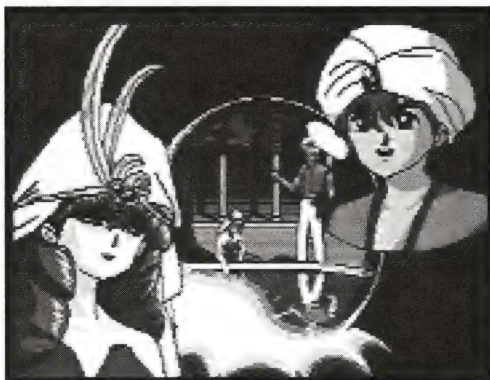
See page 292 for viewing instructions.

PRINCE OF PERSIA (CD)

BY SEGA OF AMERICA

Introduction

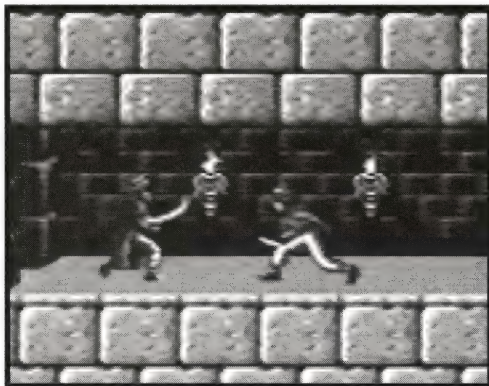
When the Sultan of Persia went to fight a great war, he left the Grand Vizier Jaffar to rule the kingdom. Big mistake! Jaffar used his evil powers to take over, and now only one person stands between him and throne—the Sultan's daughter. He gives the Princess an ultimatum—marry him in an hour or die. You are a wandering traveler in love with the Princess, and Jaffar has thrown you into the dungeons deep below the Sultan's castle. You have only one hour to escape the dungeons, defeat Jaffar and become the Prince of Persia!



"So what's a nice girl like you doing in a kingdom like this?"

Awesome Strategies

- ★ The best sword-fighting strategy is to let your opponent walk toward you, then swing your sword when he's in range. All of your opponents—even the mighty Jaffar—will fall for this simple trick. You just need to strike quickly, or your opponent will hit you while your guard is down.
- ★ It's safe to lower yourself into **spikes**, and it's safe to move through spikes by using careful steps. Just don't try *running* through spikes or you're dead.
- ★ Jump straight up when **floor tiles** are above you to find loose tiles that lead to hidden rooms.
- ★ Practice both **running jumps** (to leap over chasms) and **standing**



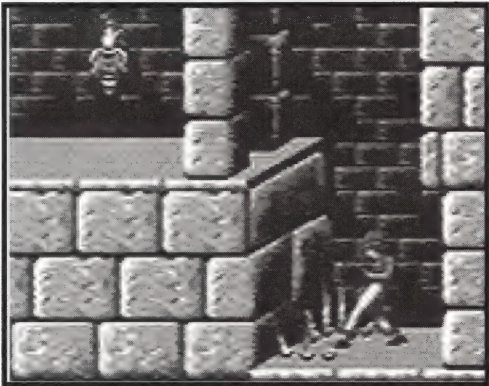
Wait for your opponent to walk into your attack range and give him a good whack.

Prince of Persia (CD)

jumps. Also practice jumping and grabbing onto walls, something you'll need to do several times in the game.

★ **Slicers** (the guillotine-like blades that chop you in half) can be passed with careful steps. Step right up to the slicer, wait for it to open, then quickly step through before it chomps down on you.

★ The best way to progress through the game is to **play each level several times** until you have it mastered, then play through the level and save your progress. You need to really rip through each level to beat the 60-minute time limit.



Use careful steps to move past the spikes (unless you enjoy seeing yourself turned into burger).

Level 1

★ **ROOM 7:** Climb down to the bottom of the room and run to the right; a floor plate will fall behind you. Lower yourself into the hole and drop into Room 14.

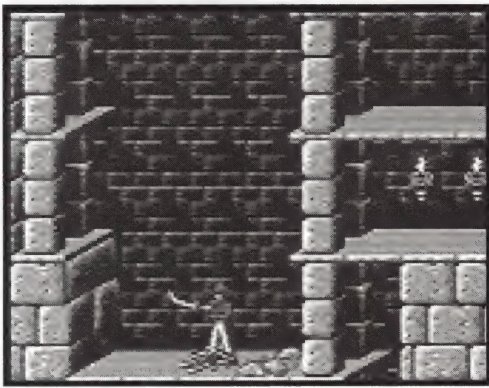
★ **ROOM 14:** Move left into Room 13.

★ **ROOM 13:** Jump onto the left side of the pit and trip the pressure plate to open the gate. Move left into Room 12.

★ **ROOM 12:** Move into the lower-right corner and trip the pressure plate to open the gate. Move left into Room 11.

★ **ROOM 11:** Run left into Room 10. Two floor plates will fall behind you, but don't worry about them.

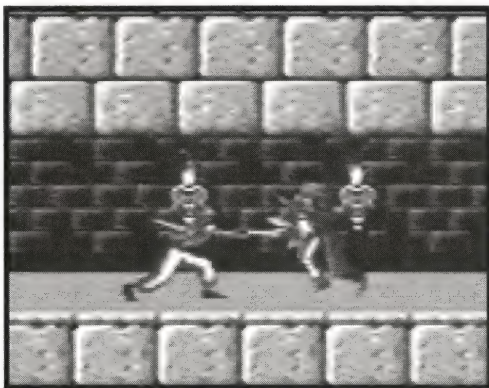
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Room 8 has the sword. You can't leave the dungeons without it.

Prince of Persia (CD)

- ★ **ROOM 10:** Trip the pressure plate on the right side of the pit. Jump across the pit, but don't trip the plate that closes the gate. Move left into Room 9.
- ★ **ROOM 9:** Move left into Room 8.
- ★ **ROOM 8:** Climb down to the sword and press Down on the control pad to pick it up. Climb up one ledge and move right into Room 9.
- ★ **ROOMS 9, 10, 11, 12, 13,**
- ★ **ROOM 15:** Your first sword once you're in range. Defeat
- ★ **ROOM 16:** Climb up to the sword through the door to finish



*Your first sword fight is in Room 15.
Remember to let the guard come to you.*

- ★ **ROOMS 9, 10, 11, 12, 13, 14:** Move right to Room 15.
- ★ **ROOM 15:** Your first sword-fight. You'll automatically draw the sword once you're in range. Defeat the guard and move right into Room 16.
- ★ **ROOM 16:** Climb up to the single floor plate to open the door. Go through the door to finish the Level.

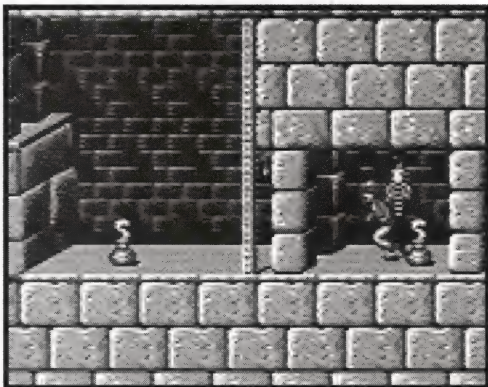
Level 2

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- ★ **ROOM 21:** Move left into Room 20.
- ★ **ROOM 20:** Defeat the guard and move left into Room 19.
- ★ **ROOM 19:** Drink the Potion and climb up to the middle ledge. Use careful steps to pass the spikes and move left into Room 18.
- ★ **ROOM 18:** Climb up to the highest ledge on the right side. Jump to the left and grab onto the ledge. Climb up into Room 16.
- ★ **ROOM 16:** Move left into Room 15.
- ★ **ROOM 15:** Defeat the guard and move left into Room 14.
- ★ **ROOM 14:** Climb down to the Potion and drink it, then move left into Room 13.
- ★ **ROOM 13:** Carefully step into the spikes against the wall. Climb the wall and defeat the guard. Move left into Room 12.

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- ★ **ROOM 12:** Drink the Potion on the right to restore one “bottle” of strength. Don’t drink the Potion on the left or you’ll lose a bottle. Climb up the wall and move left into Room 11.
- ★ **ROOM 11:** Jump across the pit, defeat the guard, and move left into Room 10.
- ★ **ROOM 10:** Climb up into Room 4.
- ★ **ROOM 4:** Carefully step through the spikes and drink the Potion. Return to the right, climb down into the spikes, and climb down into Room 10.
- ★ **ROOM 10:** Climb down and move left into Room 9.
- ★ **ROOM 9:** Move left into Room 8.
- ★ **ROOM 8:** Jump across the pit, climb up one ledge, and move left into Room 7.
- ★ **ROOM 7:** Jump up and hit the floor tile on the left to make it fall. Climb up into Room 1.
- ★ **ROOM 1:** Climb up to the highest ledge on the right. Jump to the left and grab onto the ledge. You’ll grab onto a pressure plate that opens the exit door. Climb up, jump right, and grab onto the ledge. Climb up and move right into Room 2.
- ★ **ROOM 2:** Go through the door to finish the Level.



Drink the Potion on the right to restore strength. The left Potion is bad.

Level 3

- ★ **ROOM 15:** Move right into Room 16.
- ★ **ROOM 16:** Climb up two ledges, then jump to the right. Walk right and climb up into Room 8.
- ★ **ROOM 8:** Climb up to the highest ledge, then jump right into Room 9.
- ★ **ROOM 9:** Leap over to the farthest ledge on the right, then jump right into Room 10.
- ★ **ROOM 10:** Walk to the right side of the ledge and jump straight up to

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hit a loose floor plate and make it fall. Climb up into Room 1.

- ★ **ROOM 1:** Move right into Room 2.

- ★ **ROOM 2:** Carefully step through the slicers and climb to the Potion. Drink it and climb down again. Step through slicers and move left into Room 1.

- ★ **ROOM 1:** Climb down into Room 10.

- ★ **ROOM 10:** Move to the far left side of the ledge and jump left into Room 9.

- ★ **ROOMS 9, 8, 7:** You'll land on a pressure plate. Quickly move to the left, from Room 9 to Room 6. If you take too long, the gate in Room 6 will close and you have to return to this Room to hit the pressure plate again.

- ★ **ROOM 6:** Jump just before you fall off the ledge and grab onto the wall below the open gate. Climb up wall and move left into Room 5.

- ★ **ROOM 5:** Drink the Potion and move left into Room 4.

- ★ **ROOM 4:** Climb onto the ledge next to the gate to trip the pressure plate and open the gate. Move left into Room 3.

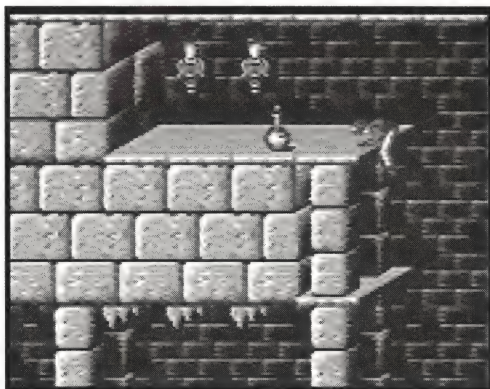
- ★ **ROOM 3:** Carefully step past the slicer and climb down into Room 11.

- ★ **ROOM 11:** Run all the way to the right to trip the pressure plate and open the exit door below you. Return left and climb up into Room 3.

- ★ **ROOM 3:** Move right into Room 4.

- ★ **ROOM 4:** The pile of bones leaps to life when you land on the middle ledge. You can't kill the skeleton, so use sword blows to drive it off the right side of the ledge, then climb down into Room 12.

- ★ **ROOM 12:** The skeleton is still "alive" and kicking. This time, drive it to the left so that it falls into the



Don't miss the hidden Potion in Room 2. You'll need it!



The skeleton can't be destroyed, but there is a way to get rid of it.

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pit. Once it does, move left into Room 11.

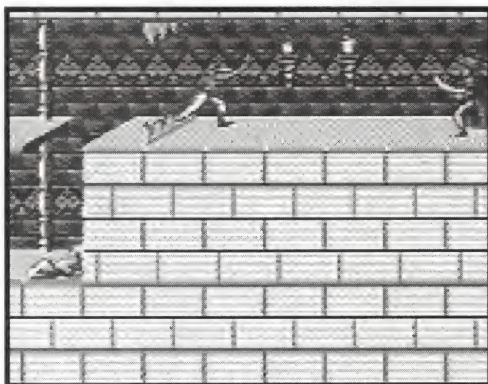
- ★ **ROOM 11:** Go through the door to finish the Level.

Level 4

- ★ **ROOM 5:** Walk to the right to trip the pressure plate, then move left into Room 4.

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- ★ **ROOM 4:** Drop onto the pressure plate in the lower-left corner, then walk right and climb down into Room 15.
- ★ **ROOM 15:** Walk (don't run) left into Room 14.
- ★ **ROOM 14:** Defeat the guard, then trip the pressure plate to open the left gate. Jump across the pit and run (don't walk) left into Room 13. You need the running start.
- ★ **ROOM 13:** Jump to the left and grab the wall. Climb up the wall and walk left to trip the pressure plate. Climb up into Room 2.
- ★ **ROOM 2:** Walk to the far right side of the ledge. Jump straight up and hit the ledge to make a floor plate fall. You'll fall into Room 13.
- ★ **ROOM 13:** Climb up into Room 2.
- ★ **ROOM 2:** Walk left and climb up to the open gate. Move left into Room 1.
- ★ **ROOM 1:** Carefully step past the slicer and drink the Potion, then return to the right into Room 2.
- ★ **ROOM 2:** Climb down into Room 13.
- ★ **ROOMS 13, 14, 15, 16:** Move right to Room 17. Drink the Potion in Room 16 along the way.
- ★ **ROOM 17:** Carefully step past the slicer and defeat the guard. Drink the Potion after fighting the guard, then move right into Room 18.
- ★ **ROOM 18:** Climb up into Room 7.
- ★ **ROOM 7:** Move right into Room 8.
- ★ **ROOM 8:** Move right into Room 9.
- ★ **ROOM 9:** Defeat the guard and move right into

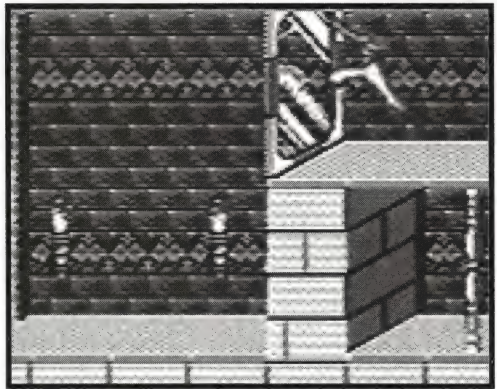


*Room 17: Step past the slicer and defeat the guard.
(You can also try to push him into the slicer.)*

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Room 10.

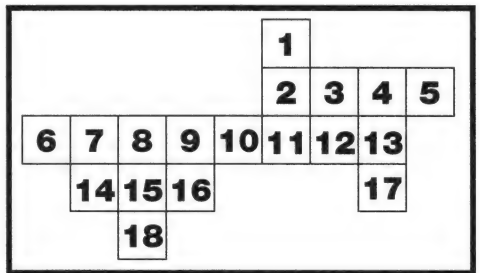
- ★ **ROOM 10:** Drink the Potion and move right into Room 11.
- ★ **ROOM 11:** Move right into Room 12.
- ★ **ROOM 12:** Climb down to the ledge with the slicer, then carefully step past the slicer and move left into Room 11.
- ★ **ROOM 11:** Walk left and trip the pressure plate, then move right to Room 12.
- ★ **ROOM 12:** Step past the slicer again, climb up to the high ledge, and move left into Room 11.
- ★ **ROOM 11:** A mirror is blocking your path to the left. Get a running start and jump into the mirror. You'll fly through the mirror, and your "mirror image" will run off the right side of the screen. He'll come back to haunt you in later levels.
- ★ **ROOM 10:** Move left into Room 9.
- ★ **ROOM 9:** Go through the door to finish the Level.



Run and jump through the mirror in Room 11 to create a mirror image.

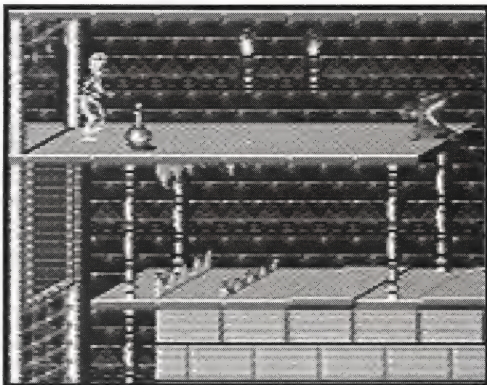
Level 5

- ★ **ROOM 12:** Walk left and trip the pressure plate, then move right into Room 13.
- ★ **ROOM 13:** Climb up to the guard and defeat him, then climb up into Room 4.
- ★ **ROOM 4:** Climb up and move right into Room 5.
- ★ **ROOM 5:** Go through the gate and step past the two slicers. Your mirror image will run onto the screen, drink it, and run away. Move left into Room 4.
- ★ **ROOM 4:** Move left into Room 3.
- ★ **ROOM 3:** Walk to the far left side of the ledge, face right and climb down the ledge to drop into Room 12.
- ★ **ROOM 12:** Drink the Potion, then turn left and jump across the gap. Grab the ledge and climb up, then move left into Room 11.
- ★ **ROOM 11:** Defeat the guard and move left into Room 10.



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- ★ **ROOM 10:** Defeat the guard and move left into Room 9.
- ★ **ROOM 9:** Climb down to the Potion and drink it, then climb down into Room 16.
- ★ **ROOM 16:** Step through the slicer and drink the Potion, then return to the left and climb up into Room 9.
- ★ **ROOM 9:** Move left into Room 8.
- ★ **ROOM 8:** Run onto the left side of the pit before you start fighting the guard. Defeat the guard and move left into Room 7.
- ★ **ROOM 7:** Move left into Room 6.
- ★ **ROOM 6:** Go through the door to finish the Level.

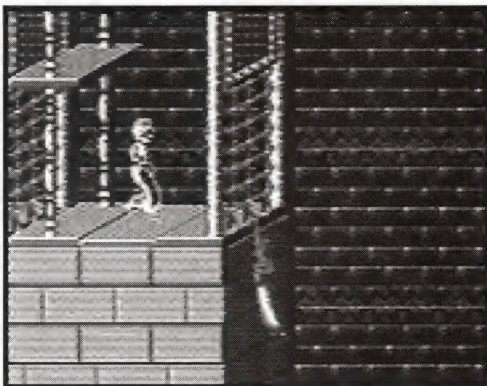


You can't drink the Potion in Room 5 before your mirror image does.

Level 6

- ★ **ROOM 6:** Trip the pressure plate to open the gate and move left into Room 5.
- ★ **ROOM 5:** Move left into Room 4.
- ★ **ROOM 4:** Jump over the pit and move left into Room 3.
- ★ **ROOM 3:** Run onto the left side of the pit and defeat the guard. Move left into Room 2.
- ★ **ROOM 2:** Move left into Room 1.
- ★ **ROOM 1:** Trip the pressure plate at the edge of the pit and move right into Room 2.
- ★ **ROOM 2:** Get a running start to the left and continue running into Room 1.
- ★ **ROOM 1:** Jump to the left

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The mirror image slams the gate onto your hands. Thanks, pal!

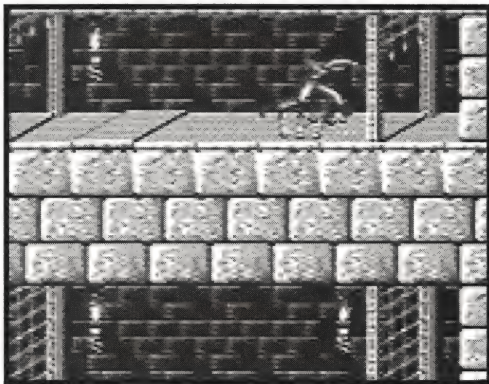
Prince of Persia (CD)

and grab onto the ledge. Your mirror image will close the gate on your hands. Let go of the ledge to drop into Level 7.

Level 7

- [illegible]

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Room 11: Jump over the pressure plate in the middle of the room.

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★ **ROOM 19:** Carefully step into the first pit and grab onto the ledge. Climb up, then step into the second pit, grab the ledge, and climb up again. Move left into Room 18.

★ **ROOM 18:** Step through the spikes and move left into Room 17.

★ **ROOM 17:** Climb up into Room 9. Skip to the Third Path below.

★ **THIRD PATH**

★ **ROOM 9:** Climb up to the guard and defeat him, then move left into Room 8.

★ **ROOM 8:** Climb down to the lowest ledge and move left through the slicers into Room 7.

★ **ROOMS 7, 6:** Move left into Room 5.

★ **ROOM 5:** Drink the magical Potion, then run left and drop down into Room 13.

★ **ROOM 13:** Run left to trip the pressure plate, then run right to trip the second pressure plate and open the door. Move right into Room 14.

★ **ROOM 14:** Move right into Room 15.

★ **ROOM 15:** Make the floor plates fall and drink the Potion. Move right into Room 16.

★ **ROOM 16:** Move right onto the last ledge. Jump right into Room 17.

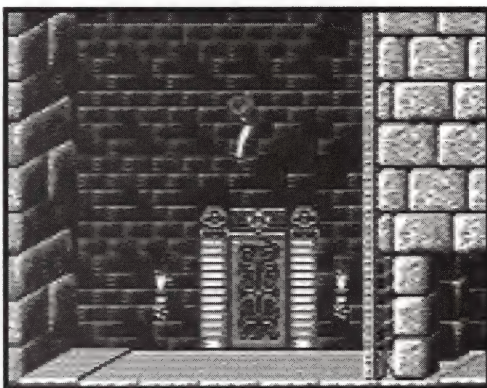
★ **ROOM 17:** Grab the ledge and climb up into Room 9.

★ **ROOM 9:** Climb up to the highest ledge, walk to the left side of the ledge, then jump left into Room 8.

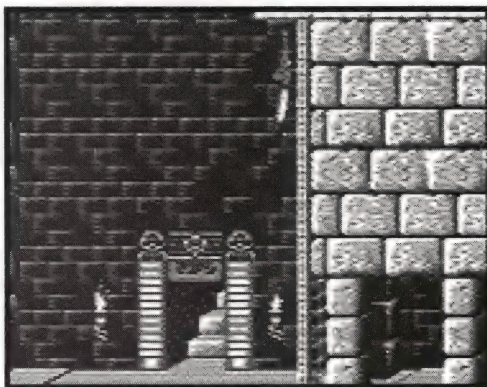
★ **ROOM 8:** Climb down to the lowest ledge and move left through the slicers into Room 7.

★ **ROOMS 7, 6:** Move left into Room 5.

★ **ROOM 5:** Walk to the left end of ledge, turn right, and climb down. Drop into Room 13. (You'll take one bottle of damage.)



Chug the Potion in Room 5 and float down to Room 13.



You'll take some damage dropping into Room 13 for the second time.

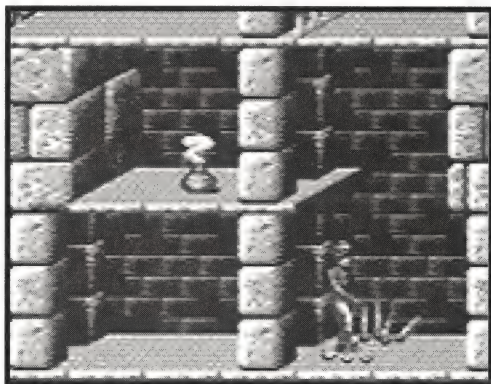
Prince of Persia (CD)

- ★ **ROOM 13:** Go through the door to finish the Level.

Level 8

- ★ **ROOM 3:** Climb up to the ledge and move left into Room 2.
- ★ **ROOM 2:** Defeat the guard, then run to the left and jump over the gap. Move left into Room 1.
- ★ **ROOM 1:** Climb down to the Potion and drink it, then jump across to the ledge on the left. Grab the ledge if you need to. Climb down into Room 8.
- ★ **ROOM 8:** Step past the slicer into Room 9.
- ★ **ROOM 9:** Step through the spikes and move right into Room 10.
- ★ **ROOM 10:** Move right into Room 11.
- ★ **ROOM 11:** Step through the spikes and move right into Room 12.
- ★ **ROOMS 12, 13, 14:** Move right into Room 15.
- ★ **ROOM 15:** Defeat the guard and move right into Room 16.
- ★ **ROOM 16:** Step into the spikes, then climb up to the Potion and drink it. Climb back down into the spikes and move right into Room 17.
- ★ **ROOM 17:** Move right into Room 18.
- ★ **ROOM 18:** Jump across to the right, grab onto a ledge, and pull yourself up, then climb up two more ledges. Jump back across to the higher ledge on the left, grab on, and pull yourself up. Climb up into Room 7.
- ★ **ROOM 7:** Drink the Potion, then climb back down into Room 18.
- ★ **ROOM 18:** Carefully step left into Room 17.
- ★ **ROOM 17:** Defeat the guard, then run left and jump over the gap into Room 16.
- ★ **ROOM 16:** Step through the slicers and move left into Room 15.
- ★ **ROOM 15:** Get a running start and leap across the gap. Grab onto the ledge, climb up, and move left into Room 14.
- ★ **ROOM 14:** Climb up into

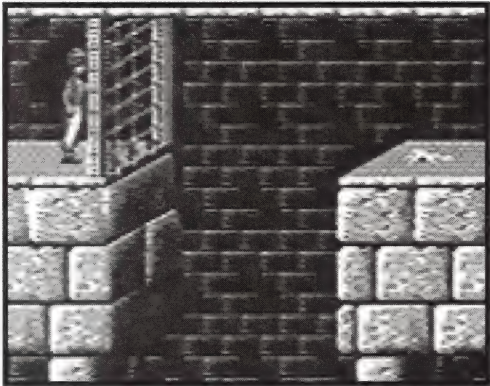
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Room 16: Step into the spikes and climb up to the Potion.

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- Room 5.
- ★ **ROOM 5:** Drink the Potion and climb down into Room 14.
 - ★ **ROOM 14:** Get a running start and leap to the left. The floor plate you land on will break, so grab onto the ledge and pull yourself up. Move left into Room 13.
 - ★ **ROOM 13:** Step past the slicer and defeat the guard. Jump over the pressure plate when you move left into Room 12.
 - ★ **ROOM 12:** Leap across to the gate (you'll hit the pressure plate as you're running), grab onto the ledge, pull yourself up, and move left into Room 11.
 - ★ **ROOM 11:** Step past the slicers and move left into Room 10.
 - ★ **ROOM 10:** Touch the pressure plate and the door will open. Carefully step right into Room 11.
 - ★ **ROOM 11:** Step past the slicers and move right into Room 12.
 - ★ **ROOM 12:** Stand next to the gate and wait. A mouse will crawl onto the screen and hit the pressure plate to open the gate for you. Drop down to the lower ledge and move left into Room 11.
 - ★ **ROOM 11:** Step through the spikes and move left into Room 10.
 - ★ **ROOM 10:** Go through the door to finish the Level.



Room 12: Wait for the mouse to open the gate on your right.

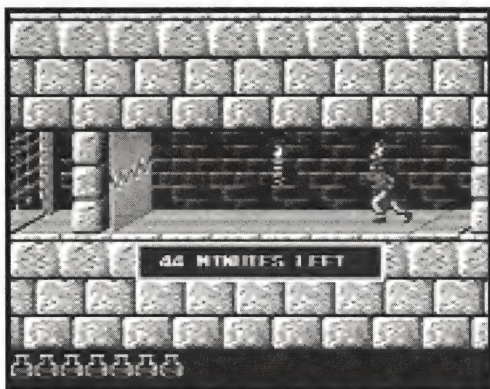
Level 9

- ★ **ROOM 23:** Move left into Room 22.
- ★ **ROOM 22:** You'll trip a pressure plate as you run toward the slicer. Jump through the slicer and into Room 21. If you don't jump over the slicer, you'll hit a pressure plate that closes the gate.
- ★ **ROOM 21:** Climb up into Room 17.
- ★ **ROOM 17:** Jump across the gap to the right. Move right into Room 18.
- ★ **ROOM 18:** Move right into Room 19.
- ★ **ROOM 19:** Step past the slicer and defeat the guard, then move right into Room 20.

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Prince of Persia (CD)

- ★ **ROOM 20:** Drink the Potion on the high ledge, then climb up into Room 13.
- ★ **ROOM 13:** Climb to the high ledge, then move right into Room 14.
- ★ **ROOM 14:** Defeat the guard, then jump right onto the pressure plate. Jump back to the left and move left into Room 13.
- ★ **ROOM 13:** Carefully step to the left side of the ledge, then jump left and grab onto the ledge. Drop onto the same ledge as the gate and take two careful steps left, then jump left and underneath the gate. Move left into Room 12.
- ★ **ROOM 12:** Jump across to the small ledges on the left and climb down into Room 19.
- ★ **ROOM 19:** Get a running start to the left and run into Room 16. As soon as you enter Room 16, turn to the right and keep running. You should cause the floor plate to drop to the bottom of Room 16 and hit the pressure plate, which opens the gate in the upper-left corner of Room 16. If you fall with the floor tile, grab onto the ledge and pull yourself up. Once you've caused the floor tile to drop, climb up into Room 12.
- ★ **ROOM 12:** Climb up into Room 6.
- ★ **ROOM 6:** Jump over to the single ledge to open the gate, then move left through the gate into Room 5.
- ★ **ROOM 5:** Defeat the guard and move left into Room 4.
- ★ **ROOM 4:** Drink the Potion in the lower-right corner, then return to the upper-left ledge and get a running start left into Room 3.
- ★ **ROOM 3:** Keep running and jump to the single ledge on the left. Grab



Room 22: Jump through the slicer to avoid the pressure plates.

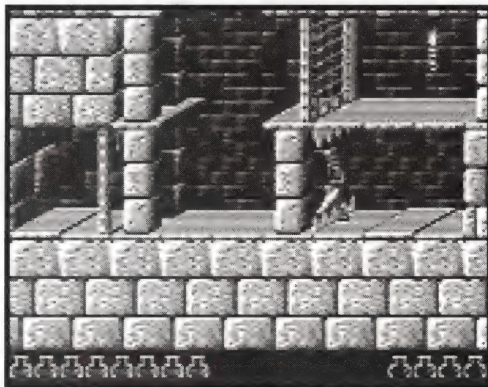


Run into Room 16 to make the floor plate drop to the floor.

Prince of Persia (CD)

onto the ledge to open the gate below you. Drop to the ground and move left into Room 2.

- ★ **ROOM 2:** Break the floor plates in the upper-left corner, then climb up and move left into Room 1.
- ★ **ROOM 1:** Drink the Potion and move right into Room 2.
- ★ **ROOM 2:** Climb down into Room 8.
- ★ **ROOM 8:** Climb down into Room 15.
- ★ **ROOM 15:** Step past the slicer to trip the first pressure plate. Move left and trip the second pressure plate. Return to the right and climb to the ledge above the slicer. Move right into Room 16.
- ★ **ROOM 16:** Move right into Room 17.
- ★ **ROOM 17:** Defeat the guard and move right into Room 18.
- ★ **ROOM 18:** Trip the pressure plate and the door will open. Climb down the ledge and drop to the floor, then go through the door to finish the Level.



Room 15: There are two pressure plates to press.

Level 10

- ★ **ROOM 8:** Drop to the floor and trip the pressure plate to open the two lower gates. Move right into Room 9.
- ★ **ROOM 9:** Run past the pit, then position yourself on the right side of the guard and defeat him by forcing him into the pit. Move right into Room 10.
- ★ **ROOM 10:** Move right into Room 11.
- ★ **ROOM 11:** Climb up to the ledge with the two slicers. Get a running start and run through the first slicer, then jump through the second slicer (and over the pressure plate next to the slicer) into Room 12.
- ★ **ROOM 12:** Climb up to the slicer, then turn left and jump straight up to knock down a loose floor plate. Climb up into Room 4.
- ★ **ROOMS 4, 3:** Move left into Room 2.
- ★ **ROOM 2:** Run through Room 2 and the floor plates will fall down behind you. When you hit the wall, you'll drop into Room 10.

	1				2	3	4	5
6	7	8	9	10	11	12	13	
			14					

Prince of Persia (CD)

★ **ROOM 10:** Defeat the guard and move left into Room 9.

★ **ROOM 9:** Drink the Potion and move left into Room 8.

★ **ROOM 8:** Go through the upper-left gate into Room 7.

★ **ROOM 7:** Defeat the guard, then knock down the loose floor tile just to the right of the gate. Climb up into Room 1.

★ **ROOM 1:** Climb down into Room 7.

★ **ROOM 7:** Move left into Room 6.

★ **ROOM 6:** Run to the left side of the ledge to trip the pressure plate and open the door. Return to the right side of the ledge, climb down and drop to the floor. Defeat the guard and go through the door to finish the Level.



Room 2: Run into the wall as the floor plates collapse behind you.

Level 11

★ **ROOM 6:** Move right into Room 7.

★ **ROOM 7:** Get a running start and jump to the right, grab the ledge, and pull yourself up. If you fall, run to the Potion and drink it, then return to the high ledge on the left and try to jump across again. When you make the jump, position yourself on the right side of the poles and jump straight up to knock down a loose floor plate. Climb up into Room 2.

★ **ROOM 2:** Run left into Room 1.

★ **ROOM 1:** Run to the left and jump into the gap on the far left side of the Room. (If you don't jump, the last two falling floor plates will crush the Potion in Room 6.)

★ **ROOM 6:** Drink the Potion, then carefully step to the right side of the ledge. Jump right, grab onto the ledge, and pull yourself up. Climb up to the highest ledge and get a running start into Room 7.

★ **ROOM 7:** Jump right across the gap and grab onto the ledge. Pull yourself up and move right into Room 8.

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Prince of Persia (CD)

★ **ROOM 8:** Position yourself on the left side of the slicer and jump straight up to knock down a loose floor tile. Climb up into Room 3.

★ **ROOM 3:** Drink the Potion, then run right into Room 4.

★ **ROOM 4:** Run right all the way to the wall, then climb down into Room 9.

★ **ROOM 9:** Jump left across the gap to trip the pressure plate, then jump right and move right into Room 10.

★ **ROOM 10:** Run right into Room 11.

★ **ROOM 11:** Climb up to the high ledge and defeat the guard, then get a running start and jump into Room 12.

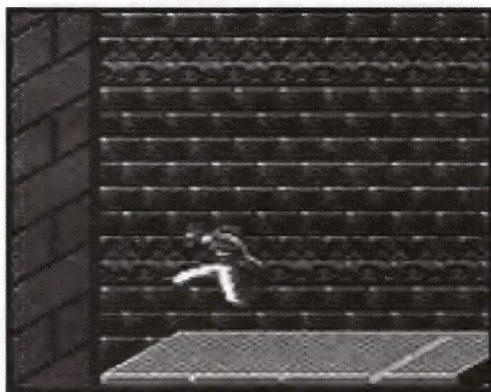
★ **ROOM 12:** You'll fall onto a loose floor plate, so keep grabbing until you grab a solid ledge. Pull yourself up and move right into Room 13.

★ **ROOM 13:** Climb up to the guard and defeat him, then move right into Room 14.

★ **ROOM 14:** Run all the way to the right and onto the loose floor plate. Drop down to the pressure plate and trip it to open the door. Climb back up and move left into Room 13.

★ **ROOM 13:** Move left into Room 12.

★ **ROOM 12:** Go through the door to finish the Level.



Room 1: Jump into the gap on the left side of the room to land next to a Potion.

Level 12

★ **The final level** is divided into three parts. Part One is a typical level, except with no guards. Part Two is a smaller level with a nasty boss. Part Three is the final battle with Jaffar.

★ **PART ONE**

★ **ROOM 17:** Move right into Room 18.

★ **ROOM 18:** Climb up two ledges, then move to the right side of the ledge and climb up into Room 16.

★ **ROOM 16:** Climb up two ledges. Step into the spikes and get a running start left into Room 15.

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		15	16	
		17	18	

Prince of Persia (CD)

★ **ROOM 15:** Jump left and grab onto the ledge. Pull yourself up and climb up into Room 12.

★ **ROOM 12:** Climb up to the highest ledge on the left, then move all the way to the left. Turn right and get a running start. Jump right across the gap and keep running, then jump again into Room 13.

★ **ROOM 13:** Keep running and jump right into Room 14.

★ **ROOM 14:** Climb up into the narrow shaft and knock down the loose floor tile, then climb up into Room 11.

★ **ROOM 11:** Carefully step left into Room 10.

★ **ROOM 10:** Jump to the left and grab onto the wall. Climb up to the long ledge and run left into Room 9.

★ **ROOM 9:** Jump left from the end of the ledge to land on the small ledge to the left. Climb up into Room 6.

★ **ROOM 6:** Climb up into Room 3.

★ **ROOM 3:** Walk left and trip the pressure plate, then climb down into Room 6.

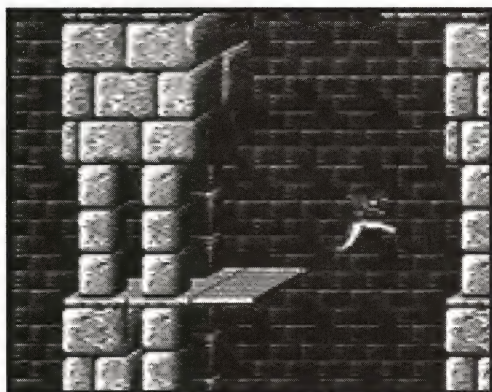
★ **ROOM 6:** Move left into Room 5.

★ **ROOM 5:** Move to the left side of the ledge, then turn right and get a running start into Room 6.

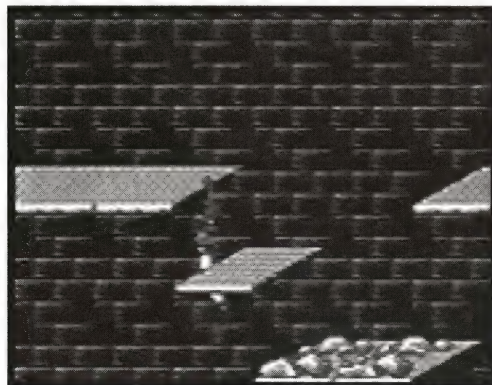
★ **ROOM 6:** Keep running and jump right across the gap. Grab onto the ledge and pull yourself up, then move right into Room 7.

★ **ROOM 7:** Run onto the ledge in the middle of the room. Climb up into Room 4.

★ **ROOM 4:** Jump straight up and knock down the two loose floor plates above the ledge you're standing on. Climb up to the ledge on the right,



Room 13: It's called running and jumping. Learn it. (Or don't, and suffer a fatal fall.)

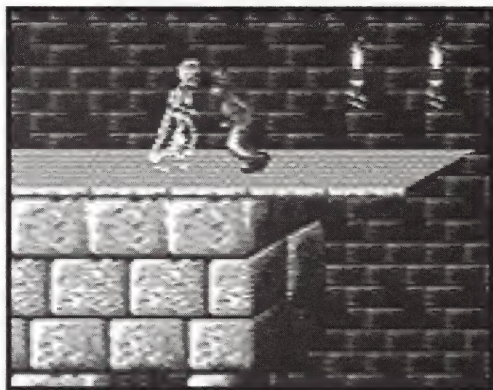


Room 4: Grab onto the ledge as the floor plate collapses.

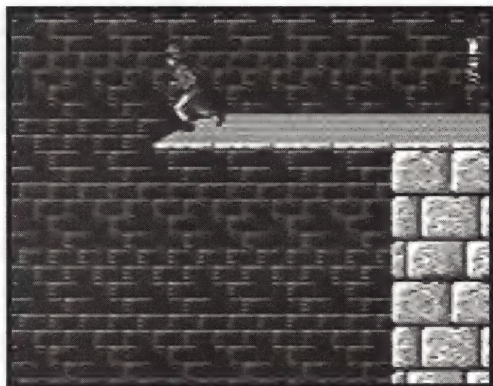
Prince of Persia (CD)

then jump over to the loose floor plate on the left. Grab onto the ledge as the plate falls out from under your feet, pull yourself up, and move left into Room 3.

- ★ **ROOM 3:** Climb up to the ledge and run left past the loose floor plates. Your mirror image will appear, take the sword, and prepare to fight with you. Instead of fighting, push Down on the control pad to put away your sword. Your mirror image will do the same. Move left and the mirror image will rejoin your body. Cool! Move left into Room 2.
- ★ **ROOM 2:** Ever see the movie Indiana Jones and the Last Crusade? Then you'll have a good idea of what to do here. Run left and floor plates will appear underneath you. Keep running left into Room 1.
- ★ **ROOM 1:** Jump left to land on the lower ledge, then move left to enter Part Two.
- ★ **PART TWO**
- ★ **ROOM 5:** Wait for a group of floor plates to fall to the ground, then move left into Room 4.
- ★ **ROOM 4:** Wait on the right side of the room for a group of floor plates to fall to the ground, then move left into Room 3.
- ★ **ROOM 3:** Climb up into Room 1.
- ★ **ROOM 1:** Climb up to the highest ledge, then jump right into Room 2.
- ★ **ROOM 2:** Move right past the loose floor plate and defeat the guard. You have to defeat him to open the door in Room 1. Once he's defeated, move left into Room 1.
- ★ **ROOM 1:** Go through the door to enter Part Three.



Room 3: Put away your sword to rejoin the mirror image.



Room 2: Run to the left and floor tiles appear under your feet.

Prince of Persia (CD)

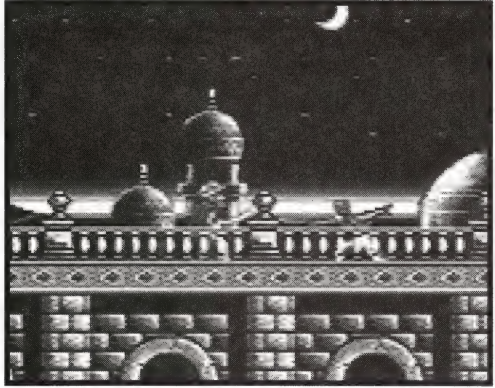
★ PART THREE

★ **ROOM 5:** Walk right onto the pressure plate, then move left into Room 4.

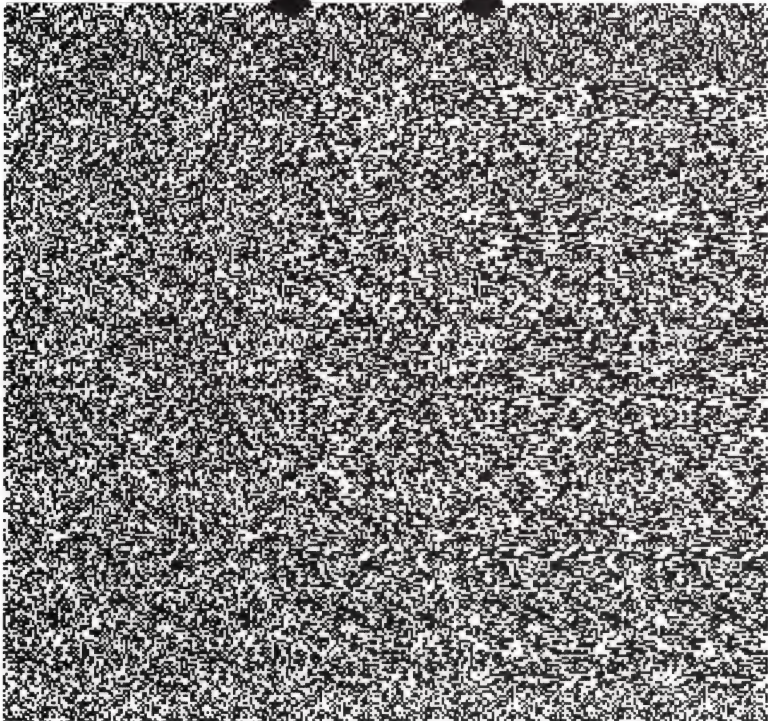
★ **ROOMS 4, 3, 2:** Move left into Room 1.

ROOM 1: Time for the final battle with Jaffar (after a brief animation sequence). You can use the same fighting techniques on Jaffar that you use on his guards; he's just faster and stronger than they are. Defeat Jaffar to earn an extremely bloody (and we mean *bloody*) ending sequence.

1	2	
3	4	5



*Jaffar's as easy to beat
as his less-than-intelligent guards.*



See page 292 for viewing instructions.

ROAD AVENGER (CD)

BY RENOVATION

Introduction

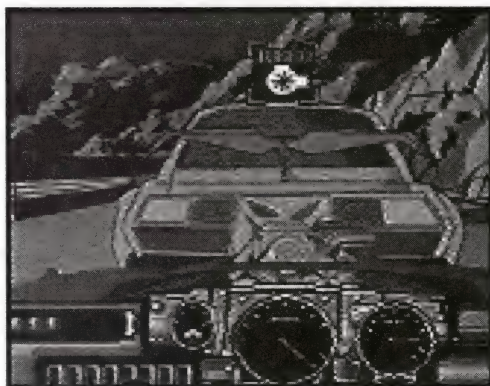
Road Avenger is a driving game, but it's not like any driving game you've played before. Instead of presenting a point of view from behind the car, Road Avenger gives you a point of view from the driver's seat, and uses full-motion video and stereo sound to make it seem more like you're watching a movie than playing a game. In each of Road Avenger's nine stages, you have to steer, brake, and accelerate through enemy cars, falling rocks, and other amazing obstacles. Even though Road Avenger is a bit too easy for most players, the amazing graphics and sound make it worth buying.



Road Avenger is similar in gameplay to Cobra Command, but there's much more humor.

Awesome Strategies

- ★ Try to play through the game on **Advanced mode**. The game will last a *lot* longer this way than if you play in Normal mode. (In fact, we don't know anyone who *hasn't* beaten the game within two hours when playing in Normal mode.)
- ★ In the first few stages, it's possible to press the wrong button without crashing—if you quickly correct your mistake. For example, if you hit Brake when you're supposed to hit Turbo, you may be able to survive if you hit Turbo fast enough to make up for your error.



When the Turbo symbol appears, press it, and be ready to press it again.

Road Avenger

In the last few stages, however, you can't make *any* mistakes.

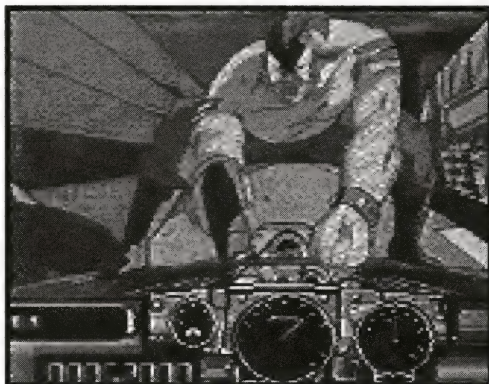
- ★ When you use **Turbo**, be ready to use it again immediately. It usually takes two or three Turbos to knock an enemy car out of your way.
- ★ Once you've finished the game, go back and play through again—but this time, **intentionally “die”** at various sections of each stage to see all of the possible crash sequences. Some of them are *very* cool to watch.
- ★ **Make a videotape** of yourself playing through Road Avenger and watch it when you're done playing. It's practically as much fun to watch the game as it is to play it. You can also use your VCR to look at really neat or funny scenes in slow-motion or freeze-frame. Here are some of our favorites.
- ★ **STAGE 1:** A pedestrian throws her groceries into the air as you swerve past her.
- ★ **STAGE 3:** A bad guy jumps onto the Road Avenger, hammers the car with a wrench, and eventually smacks into the windshield.
- ★ **STAGE 5:** Check out the pictures on the wall you



There are many different, and very cool, crash sequences.



Our favorite scene in Stage 1 is the pedestrian throwing her groceries.



On Stage 3 a bad guy pounds your car, then smacks into the windshield.

Road Avenger

drive past after jumping over the bridge. There's a panda, an alligator—and a girl with very little clothing on! How did they sneak that in? Later in this Stage, three guys jump onto the car and make faces.

- ★ **STAGE 9:** Look for the words “Road Blaster” scribbled on a wall after you take control of the enemy car.

Awesome Secrets!

- ★ **FIVE AWESOME TRICKS** — Press START at the title screen to call up the “Game Start” and “Options Mode” selections. Press Up, *not* Down, on the control pad to highlight “Options Mode” and press START. Move the pointer to the “Players” selection and enter one of the following codes:
- ★ **Debug Mode:** Press A five times and C, then exit “Options Mode” and start the game. During the game, press A, B and C at the same time to fill the screen with numbers and letters.
- ★ **Demo Mode:** Press A five times and B, then exit “Options Mode” and start the game. The game will play through by itself!
- ★ **Pause:** Press A four times, B, and A, then exit “Options Mode” and start the game. During the game, press START to pause the game (which you normally can't do).
- ★ **Stage Clear:** Activate the Pause trick described above, then exit “Options Mode.” Go back into “Options Mode” by pressing Up and START and move the pointer to the “Players” selection. Press A four times, B, and C, then exit “Options Mode” and start the game. During the game, press START to pause and then press C to automatically clear the stage.
- ★ **Stage Select:** Press A six times, then exit “Options Mode” and start the game. The stage select screen will appear. Press Left or Right to choose your stage, then press START.
- ★ **THEME SONG LYRICS** — We listened to Road Avenger's opening sequence over and over again, but not even our amazingly sensitive ears could make out the lyrics to the Road Avenger theme song. So we called up our buds at Renovation and had them FAX us a lyric sheet, which they graciously did, and which we're graciously printing below. (J WALK, by the way, is the name of a Japanese music group.)

THE ROAD AVENGER (ENGLISH VERSION)

Written by King Reguyth. Music by J WALK

I know I'm gonna revive
When I am on the road
I've got nowhere to hide
When I am on the road

Road Avenger

There's no use in wondering what
Made you feel like parting from me then, girl
How many more tears must I shed
So as to melt the frigid wall of time

So I'm gonna break it
Have no fear on the road
You know I'm sure to make it
No matter what's on the road

I know too well it's very hard
It's just barking for the silver moon
But I don't care how long it takes
As long as she lights up my way in the gloom

Until the very moment
When I see you again
I'll keep speeding along the road to the sun
The burning sun!

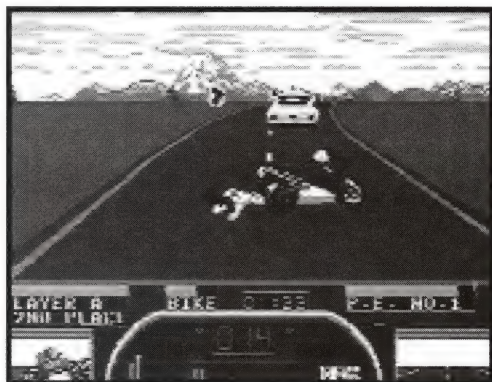
Hear the roars of my car
I'm nearly round the bend
Searching for the love that we did share
There's no one who can stop me now

ROAD RASH II

BY ELECTRONIC ARTS

Introduction

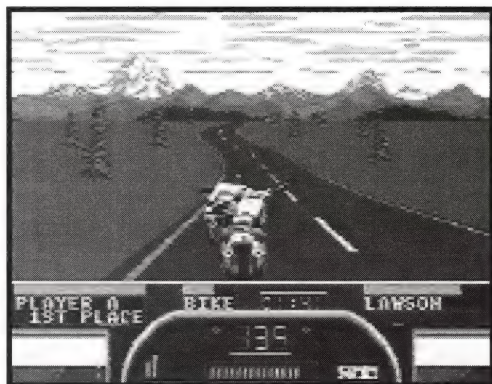
Road Rash was an extremely popular game, and Road Rash II improves on the original with new tracks, new bikes, a new weapon, enhanced graphics and sound, and a two-player mode that really kicks. Your goal is to race against other Road Rashers on a variety of roads across the United States, winning prize money with which to buy a better bike, which in turn helps you win more prize money. Your goal is to complete Level 5 and become the ultimate Road Rasher!



Road Rash II has new tracks and a new weapon, the chain. Prepare to take some nasty hits!

Awesome Strategies

- ★ Write down the **password** you receive at the end of every race in which you qualify. If you don't qualify, get busted by the cops, or destroy your bike, enter the last password you received so you don't lose any money.
- ★ Don't use the **brakes** very much. You can take most curves simply by letting go of the accelerator button to give yourself more control. Be careful not to steer sharply and accelerate at the same time or you'll skid and wipe out, especially with the faster bikes.
- ★ Attacking the other Rashers is fun, but it's also a waste of time. When you absolutely *have* to wail on someone, lean into the punch or kick so you don't get knocked off

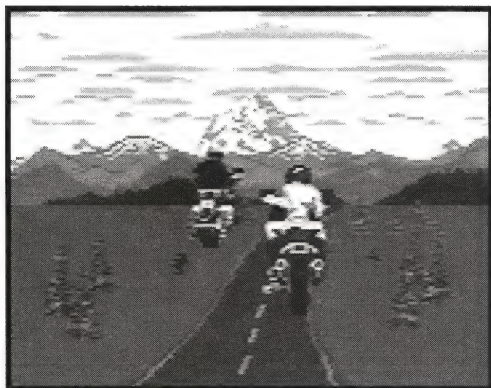


Lean into your attacks to keep from being knocked off your bike.

Road Rash II

your bike. A few Rashers (Roz and Natasha) won't attack you unless you attack them, which is another reason not to be too aggressive.

- ★ The best time to use a **Nitro** is when you're behind a group of Rashers who are jockeying for position. Swing to the side of the road and activate the Nitro to fly past them. Don't use Nitros on straightaways, because there are almost always sharp curves at the end of them.
- ★ You can race a course you've qualified on as many times as you like to **build up money**. You don't advance to the next level until you qualify on all five courses.
- ★ All of the **objects on a course**, except for the cars, are in fixed positions and don't change if you race the same course again. If you wipe out on a tricky curve or smash into a cow in the road, take a peek at the milometer so you'll know when to anticipate the obstacle in the next race.
- ★ Don't waste your time or money slowly upgrading from one bike to another. **Save up your money** until you can buy a Superbike (preferably the Shuriken 1000), then start saving again until you can afford the Diablo 1000N.



*Kick in the Nitro boost
to soar past packs of Rashers (and cops!).*

Awesome Secrets!

- ★ **START WITH ANY BIKE:** You can start the game with any bike by using this devious trick. Go to the Game Options screen and select the Mano A Mano game. (Use Controller 2 to select a weapon for the second player.) Go to the Bike Shop and choose the bike you want. Return to the Game Options screen and select the Take Turns game, then select the Solo game. Start a race on Level 1 and you'll have the bike you picked out at the Bike Shop. Awesome!
- ★ **WILD THING 2000:** There's a secret bike in the game, but you can't select it until you beat the game on Level 5. Go to the Bike Shop and you'll find the Wild Thing 2000 available. This bike has a top speed of 200 MPH and some amazing turning ability—skidding and crashing is all but impossible on the Wild Thing.

Road Rash II

★ ENDING SEQUENCE:

When you beat Level 5, you'll see an animated sequence of yourself being picked up by a helicopter, then the game will seem to restart. Go to the Bike Shop and get the Wild Thing 2000, then start a race on any track. Instead of racing against fellow Rashers, you'll be racing against the cops! When you win (or lose) the race, the game will crash and you'll have to reset the Genesis. Strange!

★ PASSWORDS: Use these passwords to jump into various levels.

Level 1, 1 course left, \$4800 and Shuriken 400: 03T1 P1TK.

Level 2, 2 courses left, \$1640 and Banzai 600N: 01L8 2ALV.

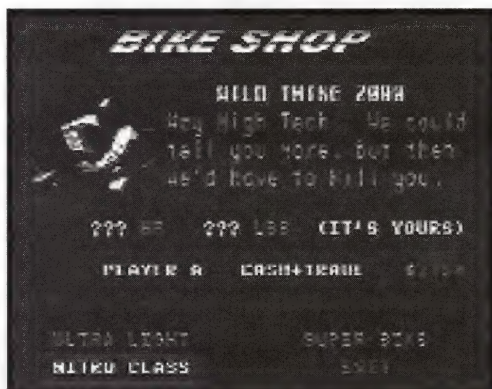
Level 3, 5 courses left, \$4830 and Banzai 600: 03T7 RA0C.

Level 3, 5 courses left, \$11,560 and Panda 600: 08H8 3L0P.

Level 4, 5 courses left, \$22,060 and Banzai 750: 0HJS KP0D.

Level 5, 5 courses left, \$27,160 and Diablo 1000: 0LIP 5T02.

Level 5, 1 course left, \$32,160 and Diablo 1000N: 00J1 TJT1.



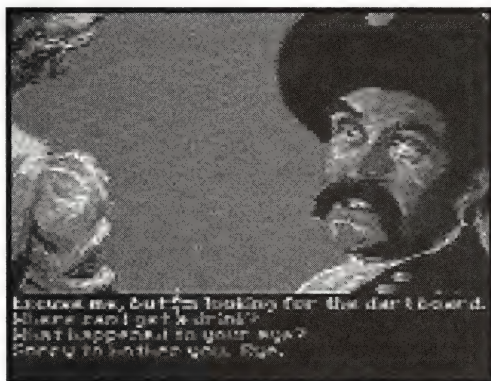
Beat level 5 and you can grab the Wild Thing 2000, then go joy riding against the cops!

THE SECRET OF MONKEY ISLAND (CD)

BY JVC/LUCASARTS

Introduction

Arr, me hearties! This here be a PC conversion of a very successful, very funny adventure game. You be playin' the role of Guybrush Threepwood, a boy who wants to become a pirate. During your adventures, you'll bump into plenty of pirates, fall in love with a beautiful Governor, and even find a little buried treasure...but will you learn the Secret of Monkey Island?



You'll meet characters like this throughout the game. Be sure to ask about this guy's eye.

Awesome Strategies

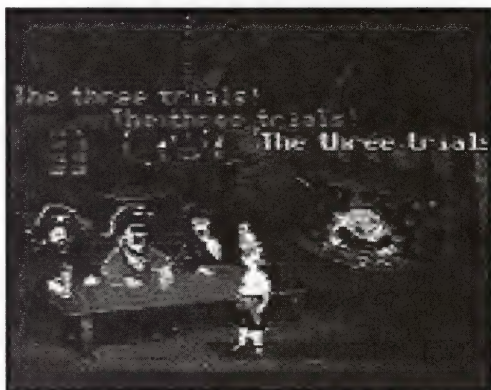
- ★ To save us from typing the same stuff over and over again, we only give you directions to certain locations (such as "Walk left to find the castle") once. After that, we assume you know how to get there on your own.
- ★ **The commands** you need to give in the walkthrough below are printed in all capitals (such as "OPEN the front door") to make them stand out from the rest of the text.
- ★ The best way to use the following **walkthrough** is to read from the beginning and look for the puzzle you're stuck on, then put it away and don't refer to it until you're stuck again. If you read too far ahead, you'll spoil the game for yourself.

Part One: The Three Trials

- ★ You start the game by meeting the **lookout for Melee Island**. He'll tell you where to begin the quest, and you'll automatically walk into the village below. Remember where the lookout is, because you'll have to walk back to him later. WALK right to the **Scumm Bar**, OPEN the door and WALK inside. WALK TO the red curtain, but TALK TO the various pirates (and the dog) before you do for a few laughs.
- ★ Behind the curtain, you'll find three **important-looking pirates**.

The Secret of Monkey Island

TALK TO them and say “I want to be a pirate.” They’ll tell you about the Three Trials. Press them for as much information as they can give, then wrap up the conversation and OPEN the door on the right. The **cook** says you’re not allowed inside. Oh, yeah? Wait for the cook to exit the kitchen and walk off the left side of the screen, then WALK inside.



These grog-swilling pirates know all about The Three Trials.

- ★ **In the kitchen**, PICK UP the hunk of meat and the pot below the meat table (*not* the pot o’ stew). OPEN the door on the right and walk outside. WALK TO the end of the jetty to tilt the plank and scare away the **seagull**, then PICK UP the fish before it comes back. You may have to scare the seagull several times before he stays in the air long enough for you to grab the fish.
- ★ Leave the Scumm Bar and WALK left to the **lookout** (he’s at the top of the cliffside), then WALK onto the path on the right. When the map of Melee Island appears, walk to the clearing in the middle of the island, then WALK left and into the **circus tent**.
- ★ Interrupt the Fettucine Brothers’ insult-athon and listen to their sales pitch, then say “How much will you pay me?” Agree to their offer by saying “OK, sounds good.” When they ask if you have a helmet, say “Of course I have a helmet.” GIVE the pot to the Brothers and they’ll blast you out of the cannon. Talk to them to let them know you’re okay and you’ll leave the tent.
- ★ WALK back to the path and return to the **village**. WALK right, past the Bar, and through the **archway** to the “main street” of the village. TALK TO the citizen of Melee. He’ll ask about someone named



Ah, circus life: the smell of the elephants, the obnoxious clowns, the thrill of being shot out of a cannon.

The Secret of Monkey Island

Sven; reply by saying “No, but I once had a barber named Dominique.” Buy the map that he offers you.

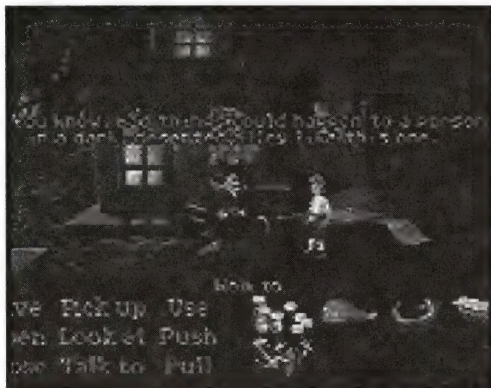
- ★ WALK past the citizen, down the street, and OPEN the first door on the right. WALK inside the **voodoo shop**. PICK UP the chicken lying on the trunk, then LOOK AT it. OPEN the door and WALK back out to the street. WALK TO the archway under the clock, then WALK TO the **alley** where the “Pssst...” sound is coming from.

- ★ A man appears in the alley and asks you some questions. Answer his questions and you’ll find out that he’s the sheriff before he leaves. WALK TO the **street** and OPEN the door of the **store on the right**, then WALK inside.

- ★ PICK UP the shovel and the sword and USE the bell. Tell the **grumpy storekeeper** that you want the items (by saying “About this sword...” and “About this shovel...”), then say “I’d just like to browse.” Leave the shop and WALK TO the lookout, then WALK TO the path to make the map appear. You’ve finished building up your inventory; it’s time to start completing the Three Trials!

- ★ On the map, walk to the **house** on the far right side of Melee Island.

You’ll be stopped at the **bridge** by a **nasty troll**. GIVE the fish to the troll and he’ll let you pass. When the map reappears, click on the house again. Try to OPEN the door of the house and a man will answer. Say “Could you train me?”, then keep insisting that you have what it takes. When he finally breaks down, give him 30 pieces of eight and let him see your sword when he asks. He’ll bring you inside



Sheriff Butthead (that's what his name should be) tries to intimidate you.



The training sequence isn't interactive, but it's fun to watch.

The Secret of Monkey Island

and put you through some vigorous (and highly amusing) training.

- ★ When the training is finished, you need to learn some insults. WALK to the path to make the map appear, then WALK to the **junction** just left of the fork in the road. This is the best place to bump into pirates and get into fights. Keep fighting pirates to build up your insults and comebacks, and check them off on our handy list as you learn them. If you have an insult but don't know the comeback then use it, because that's how you learn the comebacks. Eventually, the pirates you defeat will say that you're good enough to fight the Sword Master. You're not! Keep fighting until you've learned everything on the list.

Insults (I) and Comebacks (C) for Pirates

- ★ I: Have you stopped wearing diapers yet?
C: Why, did you want to borrow one?
- ★ I: I got this scar on my face during a mighty struggle!
C: I hope you've learned to stop picking your nose.
- ★ I: I'm not going to take your insolence sitting down!
C: Your hemorrhoids are flaring up again, eh?
- ★ I: I once owned a dog that was smarter than you.
C: He must have taught you everything you know.
- ★ I: I've heard you are a contemptible sneak.
C: Too bad no one's ever heard of YOU at all.
- ★ I: I've spoken with apes more polite than you.
C: I'm glad to hear you attended your family reunion.
- ★ I: My handkerchief will wipe up your blood!
C: So you got that job as janitor, after all.
- ★ I: Nobody's ever drawn my blood or ever will!
C: You run THAT fast?
- ★ I: People fall at my feet when they see me coming.
C: Even BEFORE they smell your breath?
- ★ I: Soon you'll be wearing my sword like a shish kebab!
C: First, better stop waving it like a feather-duster.
- ★ I: There are no words for how disgusting you are.
C: Yes there are. You just never learned them.
- ★ I: This is the END for you, you gutter-crawling cur!
C: And I've got a little TIP for you. Get the POINT?
- ★ I: You fight like a dairy farmer.
C: How appropriate. You fight like a cow.
- ★ I: You have the manners of a beggar.
C: I wanted you to feel comfortable with me.
- ★ I: You make me want to puke.
C: You make me think somebody already did.

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- ★ I: You're no match for my brains, you poor fool.

C: I'd be in real trouble if you ever used them.

- ★ Once you've learned all of the insults and comebacks, use the map to WALK TO the **fork in the road**. You'll appear in a **forest**. WALK TO the path in the back of the screen, then PICK UP the yellow plants when you appear in the next area. Now you have to find the Sword Master, and there are two ways of doing it. Method #1 is to wander through the forest until you stumble upon a chasm with a signpost next to it: PUSH the signpost, cross the bridge, and walk right to find the Sword Master's house. Method #2 is to tell the **storekeeper** in the village that you want to see the Sword Master. When he leaves the shop, follow him as he walks to her house.



Sucker the storekeeper into leading you to the Sword Master's house.

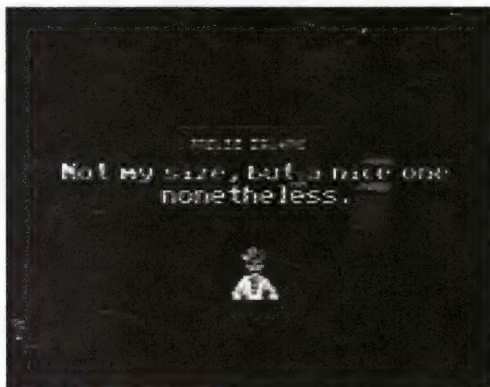
- ★ TALK TO the **Sword Master** and say that you've come to kill her. The fight is on! Carla uses insults you haven't heard before, so here's a chart of her insults and the comebacks you should use.

Insults and Comebacks for Sword Master

- ★ I: Every word you say to me is stupid.
C: I wanted you to feel comfortable with me.
- ★ I: If your brother's like you, better to marry a pig.
C: You make me think somebody already did.
- ★ I: I hope you have a boat ready for a quick escape.
C: Why, did you want to borrow one?
- ★ I: I usually see people like you passed out on tavern floors.
C: Even BEFORE they smell your breath?
- ★ I: I've got a long, sharp lesson for you to learn today.
C: And I've got a little TIP for you. Get the POINT?
- ★ I: I've got the courage and skill of a master swordsman!
C: I'd be in real trouble if you ever used them.
- ★ I: I will milk every drop of blood from your body!
C: How appropriate. You fight like a cow.

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- ★ I: My last fight ended with my hands covered with blood.
C: I hope you've learned to stop picking your nose.
- ★ I: My name is feared in every dirty corner of this island!
C: So you got that job as janitor, after all.
- ★ I: My sword is famous all over the Caribbean!
C: Too bad no one's ever heard of YOU at all.
- ★ I: My tongue is sharper than any sword.
C: First, better stop waving it like a feather-duster.
- ★ I: My wisest enemies run away at the sight of me!
C: Even BEFORE they smell your breath?
- ★ I: No one will ever catch ME fighting as badly as you do.
C: You run THAT fast?
- ★ I: Now I know what filth and stupidity really are.
C: I'm glad to hear you attended your family reunion.
- ★ I: Only once have I met such a coward!
C: He must have taught you everything you know.
- ★ I: There are no clever moves that can help you now.
C: Yes there are. You just never learned them.
- ★ I: You are a pain in the backside, sir!
C: Your hemorrhoids are flaring up again, eh?
- ★ When you beat Carla, she gives you a T-shirt. LOOK AT the shirt. (By the way, you can use Carla's insults to win any sword fight, although you don't need to fight any more.) WALK across the bridge and onto the path. When the map appears, WALK TO the fork again.
- ★ Back in the **forest**, LOOK AT the **map** for directions to the treasure. "Back!" means to WALK out the back of the screen, while "Left!" and "Right!" mean to WALK off the screen in that direction. Follow the directions and you'll arrive at a clearing. WALK right and USE the shovel on the X. You'll find yet another T-shirt. LOOK AT the T-shirt, then WALK left to the forest path (and the map).
- ★ Go to the village and walk to the store. Don't go into the shop, but WALK left through the archway to see the **Governor's mansion**. WALK TO the mansion. Don't get close to those piranha poodles! USE the yellow petal on the hunk



*X marks the spot. Use the shovel to find
a not-so-valuable T-shirt.*

The Secret of Monkey Island

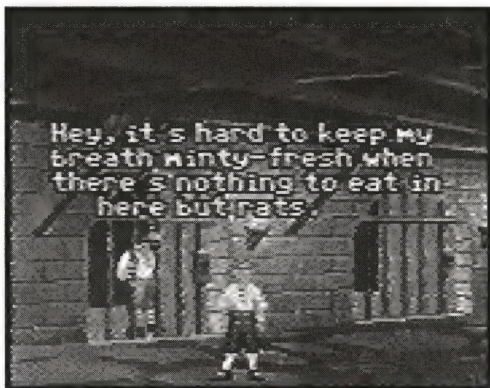
of meat, then GIVE the meat with condiment to the poodles. OPEN the door and WALK inside.

- ★ OPEN the door just right of the front door and WALK in. A bizarre **fight sequence** will ensue, at the end of which you'll have several new items. WALK out the front door and return to town. WALK into the **jail**. (It's the first doorway on the left as you enter town; see the bars on the windows?)

- ★ TALK TO the **prisoner**, then go back outside. OPEN the door of the **shop**, WALK inside, and TALK TO the storekeeper. Ask him for a breath mint and he'll give you a whole roll. WALK back outside and return to the **jail**. GIVE the breath mints to the prisoner, then ask him if he has a file. When he finishes talking, GIVE him the gopher repellent. He'll give you a cake as thanks.

- ★ Leave the jail and WALK back to the **Governor's mansion**. WALK inside and OPEN the cake to find a file. WALK TO the gaping hole and the fight will continue. You'll eventually come out with a fabulous idol. The sheriff will stop you and ask what's going on. Give him any explanation and the Governor appears, sending him away. Talk (well, kind of talk) to the beautiful Governor and OPEN the front door when she leaves. The ever-annoying sheriff will stop you from leaving. Answer him and he'll throw you off the village dock! Yikes!

- ★ When you appear underwater, PICK UP the idol. You'll automatically pick up a sword and climb back onto the dock. The lookout arrives to tell you that the Governor's been



*The prisoner has a nasty case of halitosis.
Bring him some breath mints.*

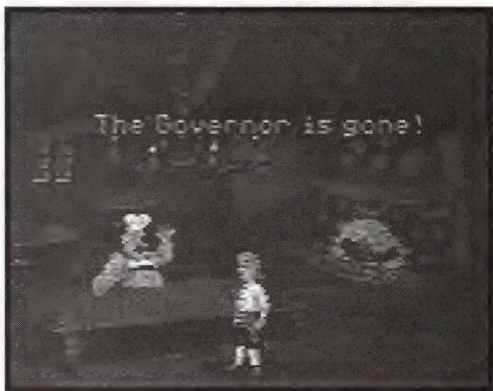


*Governor Marley's good looks
leave Guybrush speechless.*

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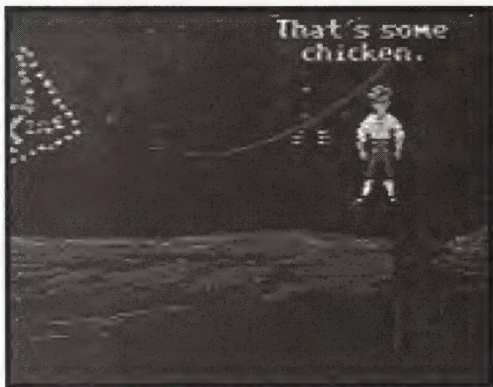
kidnaped. Ask him about it and he gives you a note from the evil **LeChuck**. LOOK AT the note.

- ★ WALK TO the **Scumm Bar** and WALK inside. PICK UP all the mugs and WALK TO the red curtain. PICK UP the other mugs and TALK TO the **cook**. Ask him "What's wrong, old sot?" and ask him where to buy a ship. Now OPEN the kitchen door and WALK inside.



The size of the cook's tears is, of course, exaggerated for comic effect.

- ★ This next sequence has to be done quickly. USE one of your mugs on the barrel and head for the jail. The grog slowly eats through the mug, so at a few points along the trip, USE the melting mug on one of the empty mugs. If you wait too long to switch mugs, the mug of grog melts into a pewter wad and you lose the grog. Return to the Scumm Bar, pick up whatever mugs you can find, and try again.
- ★ When you reach the **jail**, USE the mug on the lock to set free the prisoner. He'll run away when you ask him to join your crew, but don't worry about it for now.
- ★ WALK out of jail and return to the lookout, then WALK TO the path. On the map, travel to the **shore** in the upper-right corner of the island. When you arrive at the shore, USE the rubber chicken on the cable to slide across to Hook Isle. OPEN the door to the house and WALK inside.



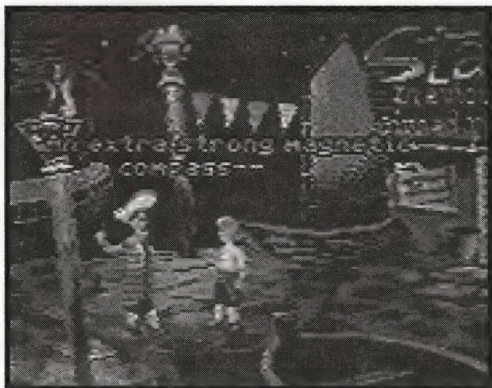
Bet you were wondering when you'd use that rubber chicken, huh?

- ★ The mighty **Meathook** appears and tells you that he doesn't like visitors. Say "The Governor's been KIDNAPPED!" then say "Let's get a crew together." Meathook will test you to see if you're worthy to be captain. When he opens all of the doors and runs away, OPEN the small door and TICKLE the murderous winged devil. Meathook will

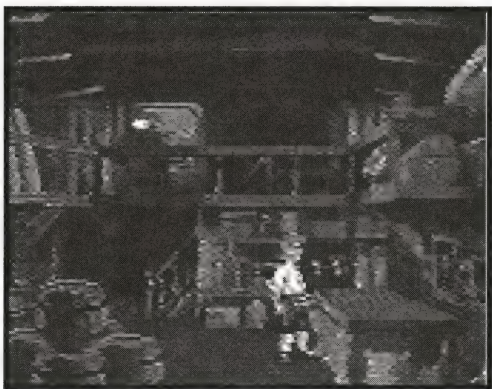
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agree to join your crew.

- ★ USE the rubber chicken on the cable to slide back across, then WALK TO the path. On the map, WALK TO the **Sword Master's house**. TALK TO Carla and say "The Governor's been KID-NAPPED!" She'll immediately join your crew. WALK TO the path. On the map, WALK TO the **lights** at the bottom of the island (which are actually Stan's Used Ship Emporium).
- ★ When Stan finishes his sales pitch, say "I really don't have that much to spend." He'll show you the Sea Monkey; when he's finished, say "Actually, I was hoping to get one on credit." He'll turn you down, so say you'd like to think about it some more. Before you leave, Stan gives you his card and a magnetic compass.
- ★ WALK TO the **village**, then WALK TO the **store**. TALK TO the storekeeper and say "I'm interested in procuring a note of credit," then say "Yes, of course I do." The storekeeper opens his safe to get the note. Watch closely and note the combination! Whatever job you say you're doing, he won't believe you and puts the note back in the safe. Now say "I'm looking for the Sword Master of Melee Island." The storekeeper will leave.
- ★ WALK TO the safe and use the combination. (PULL moves the handle counter-clockwise, and PUSH moves the handle clockwise.) When the door opens, you automatically take the note. Return to Stan's Used Ship Emporium.
- ★ Ask Stan "Uh... could I see that cheap one again?" then say "I got credit from the storekeeper." Now you get to barter with Stan. Say "Let's



Stan won't part with the Sea Monkey until you show him a note of credit.



Keep a close eye on the storekeeper when he opens the safe.

The Secret of Monkey Island

talk extras." As Stan mentions each one, say "I think I can without that." Keep repeating this until Stan talks about the first extra again. Now say "Enough about extras, already."

- ★ Ask Stan "Well, what do you think it's worth?" then say "Forget it." Stan will plead with you to work something out. Say "Well, maybe you're right..." and repeat "Well, what do you think it's worth?" then say "I'd like to make you an offer." Choose "All right! 5000!" and Stan will sell you the ship.
- ★ Leave the Emporium and return to the **village**. You'll meet Stan at the dock, and he'll give you some literature before he leaves. Greet each crewmember as he or she shows up and it's off to Monkey Island!

Part Two: The Journey

- ★ After the crew decides to sail the Caribbean, you'll walk into your **cabin**. OPEN the desk drawer and LOOK AT what's inside. LOOK AT the dusty book to read it. PICK UP the feather pen and the ink, then WALK TO the door to exit onto the **deck**. WALK TO the rope ladder and PICK UP the Jolly Roger when you reach the top.
- ★ WALK TO the ship deck and WALK TO the **hatch** (just above the mutinous crew). WALK TO the **door** to enter the **ship's galley**. PICK UP the pot and OPEN the cupboard. PICK UP a box of cereal and OPEN the cereal for a prize. LOOK AT the prize to identify it as a small key.
- ★ WALK TO the ladder and WALK TO the **hatch** to enter the **ship's hold**. OPEN the chest on the right and LOOK AT it to find a bottle of fine wine. PICK UP the giant piece of rope and OPEN the kegs on the left for some gunpowder. Now return to your cabin.
- ★ USE the small key in the cabinet, then OPEN the chest and LOOK AT it to find a piece of paper and some cinnamon sticks. LOOK AT the piece of paper to read a recipe and WALK TO the **ship's galley**. USE the following items with the **cooking pot**: breath mints, cereal, cinnamon sticks, fine wine, gunpowder, ink, Jolly Roger, and rubber chick-



The mutinous crew sunbathes while you solve puzzles on board the ship.

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en. The cooking pot will start to steam, and you'll pass out.

- ★ **WALK TO** the deck and you'll discover that you're just off the coast of Monkey Island. **WALK TO** the hold and **OPEN** the kegs again for more gunpowder, then **WALK TO** the deck. **USE** the gunpowder in the cannon nozzle and **USE** the giant piece of rope with the cannon to create a fuse. Now you need to light it!
- ★ Go down to the **galley** and **USE** the feather pen with the red hot fire underneath the cooking pot. You'll create a flaming mass. Return to the deck, **USE** the flaming mass with the fuse, and quickly **USE** the pot. The cannon will blast you to Monkey Island.



Your experience with the Fettucine Brothers comes in handy.

Part Three: Under Monkey Island

- ★ After Herman Toothrot walks away, **WALK TO** the **jungle** to see the **map of Monkey Island**. **WALK TO** the **river fork** in the middle of the island. (It's where the river passes through the mountains.) **WALK TO** the footholds on the other side of the river and you'll climb up to a giant rock. **WALK TO** the second set of footholds to climb to the top of the hill. **PUSH** the rock and you'll sink the Sea Monkey. Don't panic!
- ★ **Herman** will arrive on the scene; talk to him, then **WALK TO** the path down. **PULL** (or **PUSH**) the primitive art until it's pointing straight out of the screen, then **WALK TO** the footholds and back to the top. **PICK UP** the heap o' rocks to position a rock on the edge. **PUSH** the rock and you'll



Nail the banana tree with a rock to knock down some tasty fruit.

The Secret of Monkey Island

hit the banana tree on the beach. WALK back down to the river fork and return to the jungle.

- ★ WALK TO the **fort** on the left side of the island. (It's on the north end of the crater.) PICK UP the spyglass and the rope, then PUSH the cannon. When Herman arrives, say "I saw a monkey leaving here." Ask Herman a question, then exit the conversation. PICK UP the cannon ball and the gunpowder and WALK TO the **jungle**.
- ★ Return to the **river fork** and PICK UP the note under the rock. LOOK AT the noteworthy rock and you'll identify it as a piece of flint. USE the handful of gunpowder with the dam, then USE the flint with the cannonball. The dam blows up and the resulting flood washes you downstream.
- ★ WALK TO the **pond** at the end of the newly created river and PICK UP the rope by the unhealthy-looking man. Herman will arrive; talk to him, or shoo him off, then WALK TO the **jungle** and WALK TO the **crack** on the south side of the island. USE the rope on the strong branch on the edge of the crack and WALK down to the next ledge. USE your other rope with the sturdy stump and WALK TO the ground. PICK UP the oars, then climb back up the ropes and WALK TO the jungle. Now WALK TO the **beach** where you first landed.
- ★ PICK UP the bananas and USE the oars with the rowboat. Paddle to the right, around the peninsula, and to the beach near the top of the island. When you land, WALK TO the jungle and WALK TO the **village**.
- ★ WALK TO the hut on the far left and PICK UP the bananas from the bowl of fruit. Try to leave the village and you'll be stopped by the cannibals. Talk to them, then GIVE them anything (they won't take it). You'll be locked into a guest hut. PICK UP the skull on the floor and OPEN the loose board underneath it. WALK TO the hole to escape.
- ★ WALK TO the beach and WALK TO the rowboat and oars. Paddle back to the beach with the banana tree, then WALK TO the jungle. WALK TO the monkey walking around just north of the beach. GIVE all five bananas to the monkey and WALK TO the jungle. WALK TO



*These are the funniest cannibals
since Hannibal Lecter.*

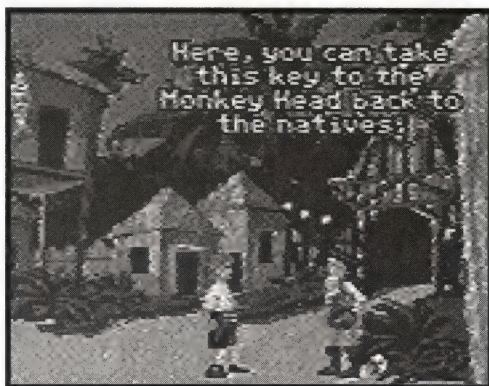
The Secret of Monkey Island

the **clearing** on the right side of the island and the monkey will follow you.

- ★ At the **clearing**, WALK right to find two totem poles. PULL the nose on the left totem pole and WALK TO the gate that opens. The gate closes, but the monkey grabs onto the nose to open it again. WALK through the gate to the **gigantic monkey head**.
- ★ PICK UP the wimpy little idol, return to the jungle, and WALK TO your boat. Paddle back to the top of the island and WALK TO the **village**. WALK left to the fruit bowl, then try to leave and the cannibals stop you again. GIVE them the wimpy little idol. WALK TO the hut on the left and go inside. PICK UP the banana picker and WALK outside. You'll see Herman; GIVE him the banana picker and he gives you the monkey head key.
- ★ WALK TO your boat and paddle around to the beach just west of the clearing. WALK TO the forest, then the clearing, then the gigantic monkey head. USE the monkey head key in the gigantic monkey ear to open the head. Return to your boat and paddle to the top beach, then WALK TO the village. Tell the natives "Well, actually, there is something..." then say "I'm looking for somebody." Clarify by saying "I'm looking for 30 dead guys and one woman." Keep talking to the natives until they end the conversation. GIVE them the leaflet and they'll give you the **head of the navigator** and a magical necklace.
- ★ Get in your boat and paddle back to the beach near the clearing. WALK TO the jungle, then WALK TO the clearing. Enter the gigantic monkey head and WALK right until you enter the cave, then USE the head of the



Monkey see, monkey do, that's pretty lucky for you. (Awful poetry, sorry.)



Trade Herman your banana picker for his monkey head key.

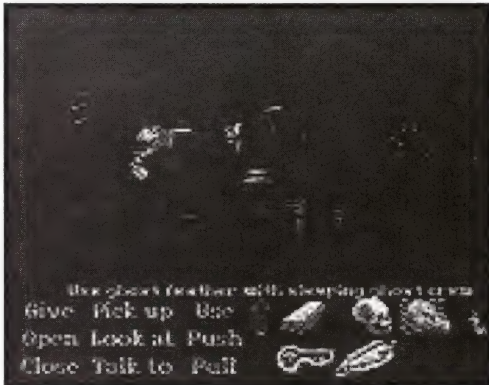
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navigator. WALK through the **catacombs**, following the direction that the head is looking in, until you reach LeChuck's ship. TALK TO the head of the navigator and say "May I please have that necklace?" Keep asking the head until he gives it to you, then USE the necklace to make yourself invisible.



Walk in whatever direction the head is looking to make it through the catacombs.

- ★ WALK TO the **ghost ship** and OPEN the door on the left, then WALK inside. USE the magnetic compass with the key on the wall, then WALK back to the deck. WALK TO the **hatch** and WALK TO the passage on the right. PICK UP the ghost feather next to the ghost chickens and WALK back to the passage. USE the ghost feather on the feet of the sleeping ghost crew and PICK UP the jug o' grog he drops.
- ★ WALK TO the passage on the right again and USE the key in the hatch. WALK TO the **hatch** and USE the jog o' grog with the dish to distract the ghost rat. PICK UP the cooking grease and return to the **deck**. USE the glob of grease on the door to the right, then OPEN it and go inside. PICK UP the ghost tools and return to the **deck**.
- ★ WALK TO the hatch and then WALK TO the passage. USE the ghost tools with the glowing crate (above the ghost pigs), then LOOK AT the crate to find a voodoo root. Now leave the ship and WALK TO the cave. You'll appear back in the cannibal village. Chat with the three-headed monkey while the cannibals create your potion, then WALK TO the jungle.
- ★ You'll arrive back at the location of **LeChuck's ship**, but the ship is gone. Ask the ghost about the ship and the wedding. When Herman



Tickle the feet of the sleeping ghost to make him drop his grog.

The Secret of Monkey Island

arrives, ask him to take you along to Melee Island. Time for the final confrontation!

Last Part: Guybrush Kicks Butt

- ★ WALK right and you'll be stopped by a **ghost**. Say "Could I interest you in some root beer, sir?" and you'll spray him with the potion. WALK right again to enter town and WALK TO the grim spectre. Say "No, but I do have this deadly magic root beer." WALK TO the archway under the clock, then OPEN the door of the **church** (the building with the stained-glass windows). WALK inside.
- ★ Say "STOP THE WEDDING!!" and when LeChuck threatens you, say "Take THIS!" The Governor suddenly appears, throwing everything into a state of total confusion. Ask her questions until she leaves, then say "Take THIS!" to LeChuck again. Unfortunately, your bottle jams up, and LeChuck smacks you through the roof.
- ★ After several more punches, you'll land in the **Grog machine** of Stan's Used Boat Emporium. When LeChuck grabs you, quickly PICK UP the bottle of root beer and USE it on LeChuck before he punches you again. Grab some popcorn, sit back and watch the excellent ending sequence. Now when are they coming out with Monkey Island 2?



"If anyone feels that this ghost and these monkeys should not be joined in holy matrimony, let him speak now."



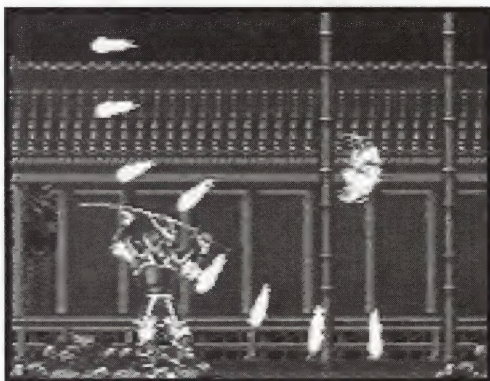
Use the root beer on LeChuck before he smashes you into earth orbit.

SEGA CLASSICS (CD)

BY SEGA OF AMERICA

Introduction

If you have the Sega CD, then you have Sega Classics, which comes bundled with the unit. Each of the four games truly is a classic, from the Tetris-esque puzzlement of Columns to the side-scrolling beat-'em-up action of Streets of Rage. We covered three of the four Sega Classics in previous books, but we've run this chapter just in case you don't have them (and why not?).



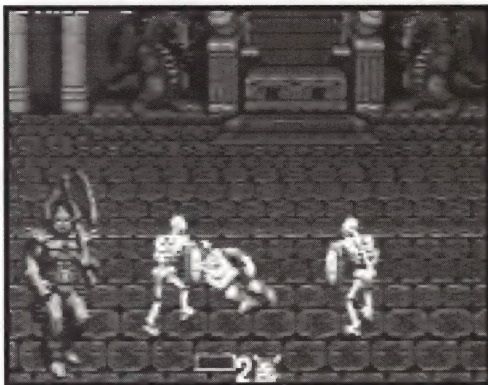
Revenge of Shinobi is just one of four excellent games on the "free" Sega Classics CD.

Columns

- ★ **MAGIC BLOCKS:** When a Magic Block falls down the screen, position it so that only two blocks actually enter the screen. The other block falls down on its own and clears even more blocks.

Golden Axe

- ★ **LEVEL SELECT:** At the character select screen, press Down and Left on the control pad, then press B and Start. A number appears in the upper-left corner of the screen; this is the level to start on. Use the control pad to select your level and press Start to begin game.
- ★ **NINE CONTINUES:** At character select screen, press Down and Left on the control pad, then press A and C. Release all of the buttons and press START. You'll have 9 continues in the next game.



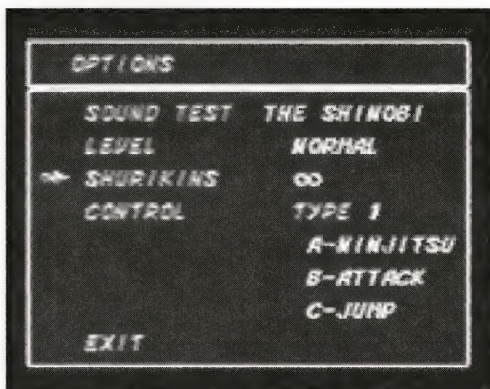
Start on any level in Golden Axe.

Sega Classics CD

Revenge of Shinobi

★ INFINITE SHURIKENS:

At the option screen, change the number of shurikens to 00. Wait for about ten seconds and the two zeros turn into an infinity sign. During the next game, you'll have infinite shurikens.



*Select 00 Shurikens and have patience.
It will change into an infinity symbol.*

Streets of Rage

- ★ **BAD ENDING:** Play the game in two-player mode and make your way to the final boss. When he asks you to join him, have one player say Yes and the other player say No. Now the two players fight each other for control of the streets.
- ★ **EXTRA POINTS:** After defeating the boss of Round 3, use your special weapon before he hits the ground for a bonus of 5,000 points.
- ★ **INFINITE CONTINUES:** When the Game Over message appears, press Left, Left, B, B, B, C, C, C, Start.

SEWER SHARK (CD)

BY SONY IMAGESOFT

Introduction

You're the hottest Sewer Jock to ever shoot the Tubes, or at least that's what you thought in training. Now you're flying the Tubes for real, and it's not quite what you expected. Your boss, Commissioner Stenchler, is a complete jerk. Your co-pilot, Ghost, has a major attitude. And worst of all, these creatures in the tubes are trying to *kill* you! Don't get depressed, though; make it through the tubes and you might just get to romp on the beautiful beaches of Solar City. (It could happen!)



Commissioner Stenchler is just one of the many "unfriendlies" you'll find in the sewers.

Awesome Strategies

- ★ **Turn down the volume** on the main Genesis unit so you can hear the call signs being shouted out by **Catfish**. (Besides, the music can *really* get on your nerves after a while.)
- ★ If you have a friend watching you play, have him or her **listen for the Tube Jumps** and call out when you need to make the turns. This way, you can concentrate on shooting enemies without watching the arrows at the top of the screen.
- ★ Always use **short, controlled bursts of gunfire** to conserve energy. Sometimes, there's a tiny delay between when you shoot a creature and it actually "dies." Don't keep shooting the creature until it "dies" or you'll just waste energy.



Use short bursts of gunfire to shoot the enemies (like this Ratigator).

Sewer Shark

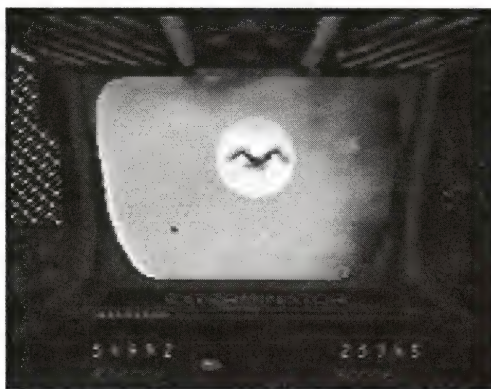
- ★ When you're flying around a **turn**, always move your gunsight into the turn to shoot any enemies that might appear. For example, if you're turning to the right, move your gunsight to the right side of the screen. You have to shoot very quickly in the turns to hit the creatures.



The recharge tubes are totally essential to survival.

- ★ Don't waste time or energy shooting the **Bats**. They're harmless and not worth many points.
- ★ If you miss even a single **recharge location**, you're guaranteed to run out of energy. So don't miss them! You need as much energy as possible to survive the Zerk attack at the end of the game.
- ★ During the game, **Ghost** refers to you with four different call signs, starting with the not-so-pleasant Dogmeat. Each new call sign is basically a new level, with new and more challenging monsters to shoot at. If you get a new call sign and then die, you'll start your next game from where you got the call sign.
- ★ **DOGMET (1ST CALL SIGN)**: All you'll run into are **Ratigators** and **Bats**. Nothing you can't handle. (Right?)
- ★ **RATBREATH (2ND CALL SIGN)**: Now things start getting tricky. The **Scorpion** starts appearing in the tubes, and it takes two hits to be destroyed. You'll also start encountering two creatures at once. If you encounter a Scorpion and a Ratigator, go for the Scorpion first, since it's worth more points (and will drain energy if it hits the Hole Hawg).

EXTERMINATOR (3RD CALL SIGN): Catfish doesn't call out the Tube Jumps any more; now you follow "**The Crazy Looking Thing**" through



During the third stage you must follow "The Crazy Looking Thing" through the tubes.

Sewer Shark

the Tubes. There are more creatures than before, so you'll have to shoot more often to stay alive. The **Moles** start appearing after the recharge point. **Hydrogen** levels start getting high, so watch the gauge and shoot flares whenever you need to.

★ BEACHBUM (4TH CALL SIGN):

There's a **recharge point** shortly after you earn the promotion to Beachbum. Don't miss it! You'll be shooting constantly with so many enemies in the Tubes. As a last line of defense, Stenchler puts **Zerks** into the Tubes. Each one that hits you sucks away 1,000 points of energy, so you have to shoot most of them to survive. They don't attack in turns, only the straight tunnels, and they all come from the middle of the screen, so that's the place to concentrate shooting. The Zerk attack lasts for about 45 seconds: last that long and you'll receive a great ending sequence, with Falco kissing Ghost (didn't you get the feeling they were hot for each other?) and Stenchler's secretary kissing Catfish.



When the Hydrogen gauge hits the red zone, you must fire off a flare immediately.



Shoot the Zerks to prevent major damage to your Hole Hawg.

SHADOW OF THE BEAST II

BY ELECTRONIC ARTS

Introduction

What's that? You thought the original Shadow of the Beast was too hard? You and everyone else in the civilized world! Electronic Arts obviously heard our cries of anguish, because Beast II is much more puzzle-oriented than action-oriented (although there's still a lot of running, jumping, and shooting to be done), and there are three levels of difficulty: Easier, Normal, and the perfectly named Ridiculous. If you like to use your brain as well as your trigger finger, Beast II is the game for you.



*Beast II has more puzzles
(and less difficulty) than the original game.*

Awesome Strategies

- ★ There are many situations in Beast II where, if you do something wrong, there's no way for you to complete the game. We've indicated most of these situations in the walkthrough, but be prepared to make a few mistakes and have to restart the game a few times. (It only takes about 20 minutes to play through the game from start to finish, so don't get too mad if you mess up; it could be much worse.)
- ★ Unless you really *enjoy* frustration and repeated death, use the **Easier difficulty level**. You take more damage from enemies at the harder difficulty levels, but the ending sequence is the same no matter what level you're playing at.



Go ahead and play at the Easier level. We won't laugh. (Well, okay, we might giggle a bit.)

Shadow of the Beast II

Kill Ishram

- ★ From the start of the game, head left to the **grove of trees**. As you walk through the grove, stop at each tree trunk before running to the next one; you can avoid most of the bombs this way. Continue running left until you reach a **bridge** with fish jumping out of the water below it. The fish jump randomly, so there's no safe way to cross. Just run and jump over the bridge to avoid taking much damage.
- ★ Continue left to find a **man being attacked by a demon**. Jump and hit the demon, but *don't* kill the man! When the demon dies, the man drops to the ground. He'll thank you and mention an upper or lower switch; remember which one it is!
- ★ Go left and run down the branches as quickly as possible. Don't bother with killing the flying monsters, because they just keep coming at you. Climb down the rope and jump into the **passage** halfway down the left-hand side. Walk left and duck as a demon flies past you, then return to the right and kill the demon before he cuts through the rope!
- ★ The demon's dead, but you've got another enemy to worry about: a massive monster pushing a **spike-covered block** down the passage. Wait for the monster to get near the end of the passage and hit him with your mace. Move left down the corridor to the **ceiling traps**. Use the mace to blast through the traps and walk left up the hill.
- ★ Use the mace to destroy the **blocks** that slide down the hill and climb



Save the friendly dude under attack to learn some vital information about switches.



We'd say this guy doesn't want you going down this passage. Teach him some respect with your mace.

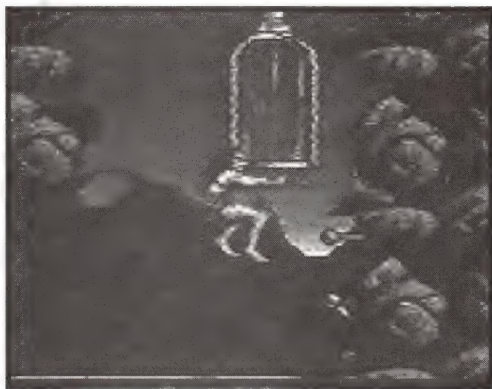
Shadow of the Beast II

until you find a hovering demon. Kill the demon and run back to the bottom of the hill to pick up the **key**. (Sometimes, you'll automatically get the key when you jump up to strike the demon.) Continue left to the top of the hill and one more spiked block will come your way. Run past or duck underneath the block—you'll take some damage—and run left.



Kill the demon, avoid the spiked blocks, and grab the extremely important key.

- ★ Drop into the **pit** and jump left over the demon as it flies to the right.
- ★ Climb up the rope and jump to the door. Use the key to unlock the door and walk *slowly* to the right until a spiked block falls in front of you. Destroy the block and walk right until you reach **two switches**. Hit the upper or lower switch as you were told earlier by the man you rescued. If you hit the wrong switch, the elevator won't work and you can't finish the game. (Arrgh!) Get onto the elevator and ride up, then run right into the passageway.



Hit the correct switch or the adventure is over and you have to restart. This game is cruel!

- ★ Move right and jump over the **pit and chain**. (Don't fall into the pit!) Keep going right, through two doors and down some steps, to find a **key**. Take the key and walk left two steps, then jump onto the **chain**. Climb up and jump right into the **small alcove**; break open the chest with your mace to uncover six gold coins and a healing potion. Pick up the coins and the potion. Use the potion now if you're low on energy, or save it until you really need it.
- ★ Go left and drop back onto the steps, then run left to the **pit and chain**. Climb halfway down the chain (but not so low that you disturb the demon) and jump left to the cage with the beast inside. Use the

Shadow of the Beast II

key to **unlock the cage** and release the beast, who runs right and wakes up the demon. Run to the right yourself and hit the lower switch, then climb out of the pit. Run left to the elevator and go back down to the two switches.

- ★ Move left, climb down the vine, and keep going left to find a boulder, a claw, and a **group of three switches**. (Each switch controls one of the movements of the claw.) Hit the middle switch to move the claw to the left, then hit the lower switch several times so that the claw is touching the top of the boulder. Hit the upper switch to close the claw and the lower switch to raise the boulder. Hit the middle switch twice to move the boulder to the right and hit the upper switch to drop the boulder, which smashes into the spike and breaks apart, leaving behind a single piece.



Use the switches to move the rock across the gap and drop it onto the spike.

- ★ Push the small boulder to the right and onto the **see-saw**. Climb up the rope until you're next to the elevator, then jump right and land on the right side of the see-saw to flip the rock onto the elevator above. Run left into the elevator to ride up to an otherwise unreachable ledge. Go left and kill **Ishram the Dragon**, then hit the bag until it drops to the ground. The man inside the bag tells you to visit Barloom for a reward.
- ★ Return to the passageway with the **ceiling spikes** and run right to the rope. Climb to the bottom of the rope and you'll see ledges to the left and right. Jump onto the right ledge and run right until you find a pit. Climb to the bottom of the pit and run right to Barloom's **castle entrance**. When Barloom opens the gate, go inside.
- ★ **Inside the castle**, go right to find a chest. Break open the chest, snatch the coins and health potion, then return left and climb up the rope. Go right and take the scroll from Barloom, then leave the castle.

Find the Old Wizard

- ★ Go back to the **vine with ledges** to the left and right and jump over to the left ledge. Keep going left to find a big feller with an even bigger mace. Keep jumping left (use small jumps) and swinging the mace

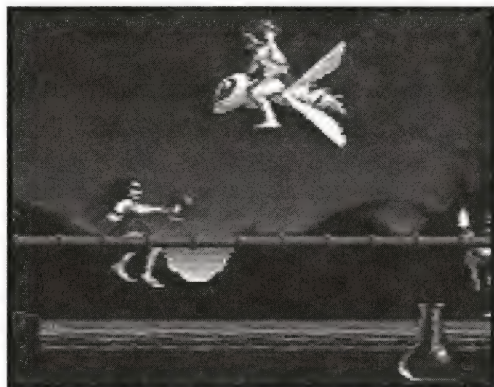
Shadow of the Beast II

to knock him into the acid. Farther left is another mace-swinger and a chest. Bust open the chest and collect the items inside, then push the attacker into the acid to the left. Jump across the acid and enter the **inn**.

- ★ Run left up the stairs to collect a bottle of **ale**, then go back down and leave the inn. Now you have to go all the way back to where you began the game, but don't panic: there won't be any enemies on the journey back except for the bomb-throwing hands in the grove of trees.
- ★ Once you reach the starting point, keep going right to a **pygmy** who warns you not to pass through his wood. (Pass *this*, pal.) Hit the pygmy with your mace and start running through the wood while eliminating the pygmies that drop from the trees. Keep going right until you reach a **bridge** with a flying creature overhead. Jump and strike the flying creature, then move slowly to the right. The last three pygmies in the woods throw spears when you get close, so jump over the spears and hit the pygmies when you land.
- ★ You're out of the woods! Run right to find a rope and several ledges going up and left. Jump up the ledges onto the bridge and kill the monster. Pick up the **axe** (but *don't* use it yet), then break open the chest and collect the coins. Move right and jump onto the small rope, then jump left to the ledge and right into the alcove. Smash through the **slime wall** with the mace and run right to find another chest. This one has six coins and a health potion inside.
- ★ Go back down the ledges and run left to find a **covered hole**. Stand



These massive mace-swinging men are guarding a chest teeming with good stuff.



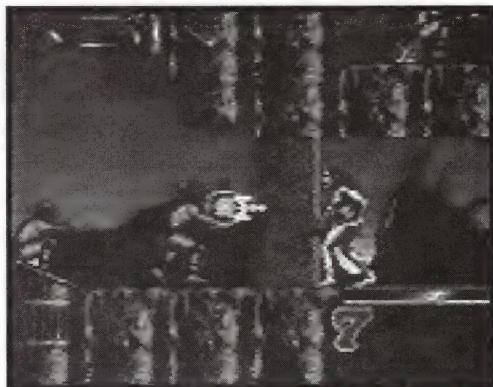
The pygmies fiercely defend their woods, but they're no match for your skills. (Right?)

Shadow of the Beast II

on the hole and jump as high as you can without landing on the ledge above. If your jump was high enough, you'll pop through the covering and drop into the hole.

- ★ Walk down the steps and jump left across the water. You can destroy the **crystals** that erupt from the water if you swing the mace just after jumping. You'll collect a health potion and a chest (with six coins inside) as you cross. Keep going left to find a **snoozing guard** and chase him left until he reaches the **drawbridge**.

Switch to the axe and throw them left as quickly as possible to kill both goblins, especially the one on the far left (who's trying to wind in the bridge). When both goblins are dead, switch back to the mace and kill the two goblins on the ledge above. Use the mace to smash through the barrier to the left.



Kill the goblins before they retract the drawbridge and force you to restart. Did we mention this game is cruel?

- ★ Go left and up to a sign that reads "**SPIKES**," with a switch next to it. Jump and hit the switch, then rush to the left. When you reach the end of the ledge, duck and hit the switch, then run back to the right before time runs out and the spikes are reactivated.

- ★ Go down and left and drop into the **guard room**. Battle to the right and take the key, then fight to the left until you're trapped inside a cage. The guards will escort you into a cell with a fellow prisoner. Walk right and offer the guard the ale, then watch with glee as he gets drunk and passes out. Sucker! Smash through the cell door, run right and quickly climb the rope. Kill the **guard** at the top of the rope before he kills the prisoner



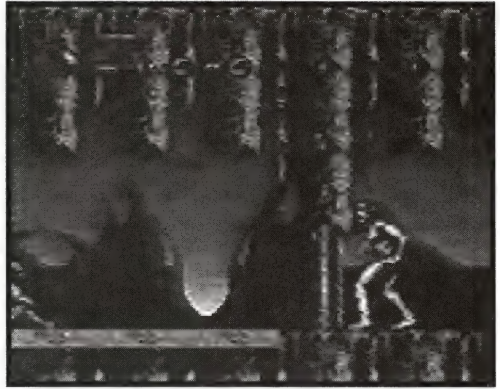
"Hey, stupid-looking guard, want some of this highly toxic alcoholic beverage? You do? Cool."

Shadow of the Beast II

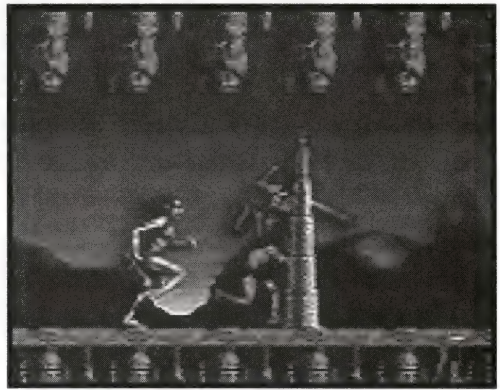
climbing up the rope. If he *does* kill the prisoner, you can still finish the game, but it'll be harder to escape from this area. But let's worry about that later...

- ★ Okay, the guard's dead (and hopefully not the prisoner). Climb back down the rope and dispose of the drunk guard to collect a **key**. Jump back onto the rope, climb to the top, and jump left into the passage. Run left and kill the two guards to collect the **ring**. Go back to the rope and climb about halfway down. Jump left and use one of the keys to open the cell door and free the prisoner. Follow the prisoner up and right to the door. If the other prisoner was killed earlier, there will only be one man here, but if he wasn't killed, there will be two. Unlock the door with your remaining key and run to the right, letting the prisoners stay just ahead of you. The prisoners will be killed by the **spike traps**, but you'll survive. *Unless* you only have one prisoner ahead of you, in which case you'll probably be killed by a spike. Keep running, though, because there's a slim chance that you'll make it through.

- ★ Go right, across the water and up the steps to the covered hole. Run right from the hole to the rope. Climb to the bottom of the rope and drop onto the rocks, then jump right onto the next rock and a **sea creature** appears. Kill the creature and look closely at the next group of rocks. The rock on the left is really a monster, so jump onto the right rock. The monster flies away as you jump.
- ★ From here, climb up the rope, go right, climb down the rope, and go



Free the prisoner with one of your keys, but don't mention that he's about to die.



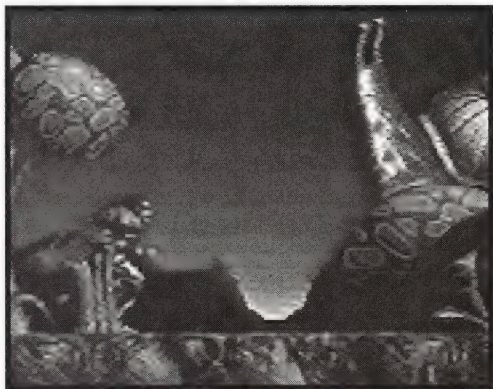
Run just behind the prisoners and let them fall victim to the spike traps.

Shadow of the Beast II

right again. You'll come to a **bridge**. Cross the bridge and go right until you spot a huge **sword-wielding monster**. Lure the monster to the left and onto the bridge so he falls through. Jump over the hole and go right to meet an **old wizard**. Offer the wizard the ring and the parchment. He'll give you a spell to kill Zelek, but you can and should activate the spell now, since it's a great weapon.

Kill Zelek

- ★ Go back to the bridge and drop into the hole. The current pushes you to the right for a few seconds, then you teleport into a strange **new location!** Run right and drop off the cliff, then run left and pick up the health potion. Chug it and run right to the rope. Jump right onto the ledge and pick up the **horn**, then get back onto the rope and climb to the bottom. Jump to right and keep going to meet up with a **giant snail** who offers to take you back to Karamoon for 16 gold coins. Press A to accept the offer and you appear next to the old wizard.
- ★ Activate the **mace** and run right to engage in the toughest battle of the game, against **two massive giants** who throw axes. Jump and swing the mace and keep pushing the giants to the right until they stop moving. Now stand still, leap over the axes, and hit the giants with the mace as you fall. It takes a while to kill both giants, so keep leaping those axes!
- ★ When both giants are defeated, activate the spell and go to the right. Fire the spell rapidly as



The ride may be uncomfortable (and slimy), but you can't beat the price.



These two giants are the toughest foes in the game, even harder to kill than Zelek himself.

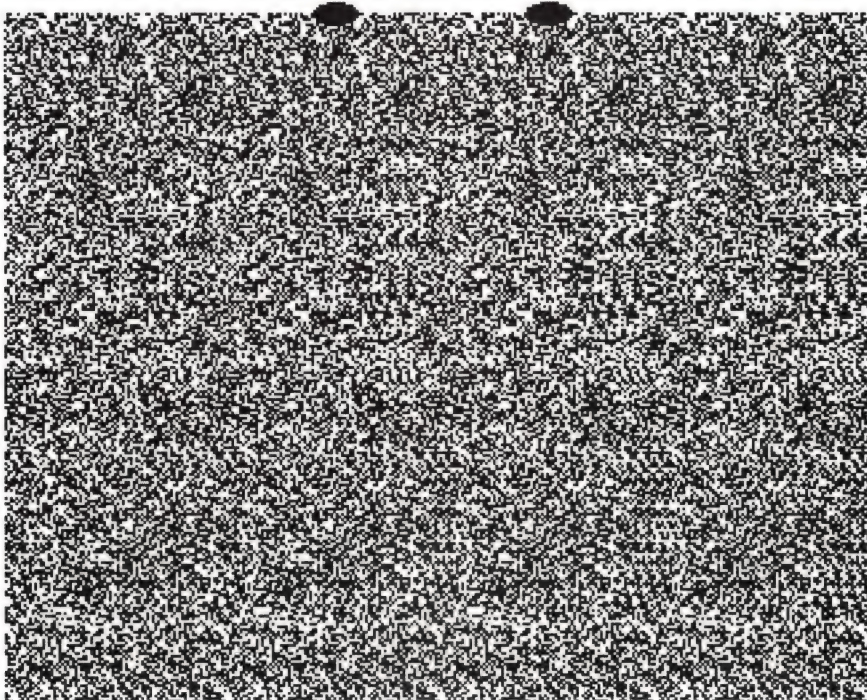
Shadow of the Beast II

you trudge through the **swamp** to kill the attacking **frogs**. When you reach the end of the swamp, use the horn and a **huge beast** appears. Jump onto the beast to ride across the water, then run right into Zelek's castle.

- ★ **Inside the castle**, go right, down the stairs, and up the stairs to collect the final health potion in the game. Drink it, then go down and right to find **Zelek**. Blast him rapidly with the spell and stay far enough away to dodge his attacks. Defeat Zelek and you'll be treated to an excellent ending that features a cool morphing sequence.



Shoot Zelek with your magical spell and stay far enough away to dodge his attacks.



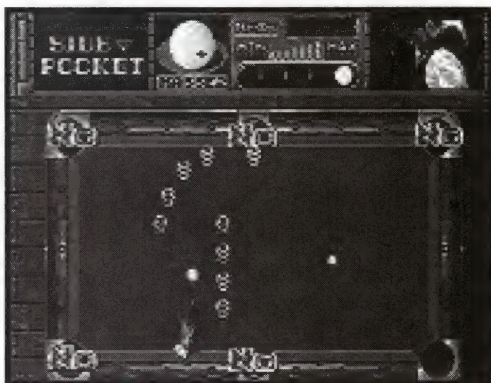
See page 292 for viewing instructions.

SIDE POCKET

BY DATA EAST

Introduction

Billiards is a popular “sport” in many countries, due to its tough-to-master gameplay. Side Pocket has excellent options in one- and two-player modes, but the one option that may stump you is the Trick Shot challenge. There are 19 trick shots to master, each requiring patience and plenty of trial and error. In this chapter we'll give you specific instructions on how to perform each of the 19 trick shots, which you can use to learn how to create your own trick shots.



The final trick shot requires a challenging book shot between several glasses.

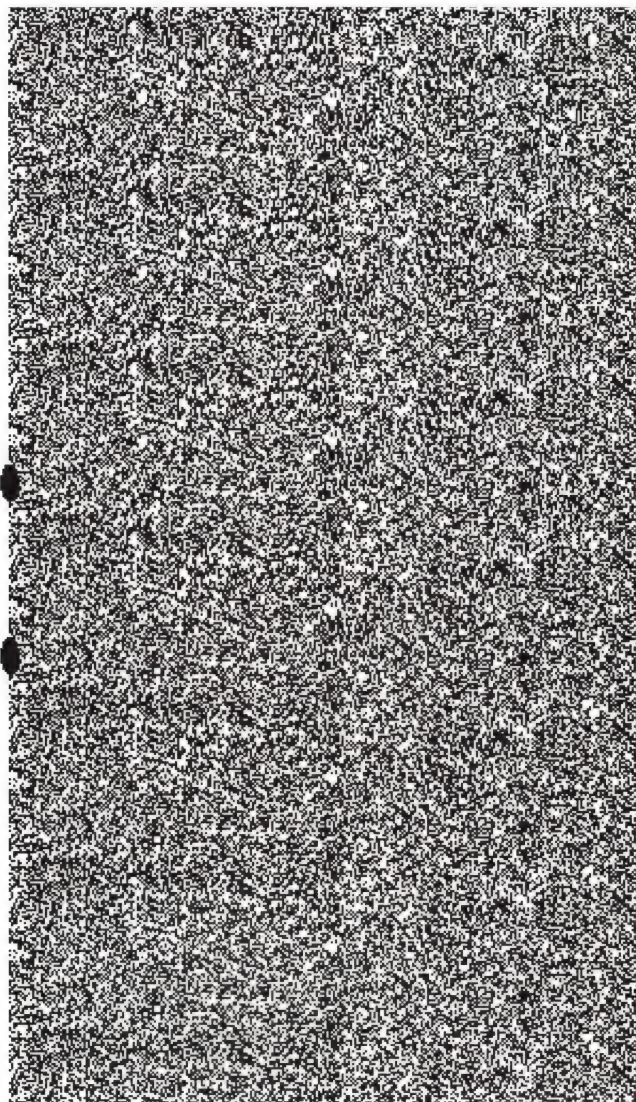
Awesome Secrets — The Trick Shots

★ To get to **Masse**, hold the B button and tap the controller up until Masse appears. 12 o'clock position is when the shot line is straight up, and 9 o'clock is straight left (for anyone who doesn't have a clock).

★ NO.	ADJUSTMENT	POWER	CURSOR MOVEMENT
1	Center	Full	Tap up 5 times
2	Center	Full	Tap 28 right from 12 o'clock position
3	Center	Full	Tap 8 up from 9 o'clock position (54 left)
4	Max Draw	Full	Tap 7 up
5	Masse 3	Full	Don't move
6	Center	Full	Tap 14 down
7	Masse 1 + left	Full	Tap 4 down
8	Masse 1 + left	Full	Tap 12 down
9	Center	Full	Don't move
10	Max Draw	Full	Don't move
11	Max Follow + 1 Right	1/3	Tap 1 Right
12	Max Draw	Full	Tap 6 Down
13	Max Follow	Full	Tap 5 down

Side Pocket

NO.	ADJUSTMENT	POWER	CURSOR MOVEMENT
14	Max Follow	Full	Tap 21 down
15	Masse 3	Full	Tap 3 down
16	Masse 1 + left	Full	Tap 5 up
17	Max follow + 1 left	Full	Tap 2 down
18	Max draw	Full	Tap 3 right
19	Masse 2 + right	Full	Tap 59 up



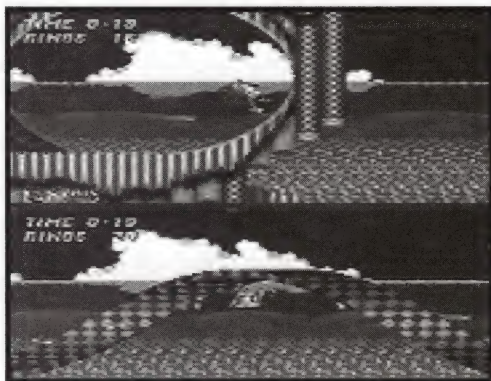
See page 292 for viewing instructions.

SONIC THE HEDGEHOG 2

BY SEGA OF AMERICA

Introduction

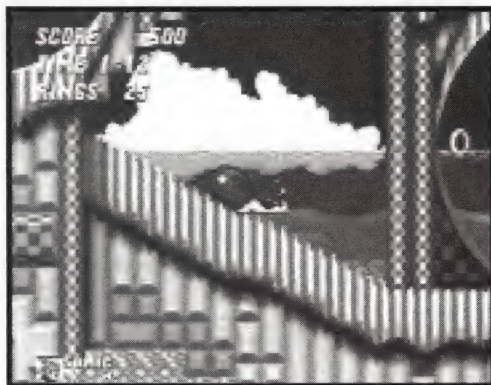
He's back! And without a doubt, he's better than ever. New levels, new enemies, and a new friend to help. With the introduction of Tails, Sonic now has help in the form of a two-tailed fox that bounces around behind him, popping any nearby enemies. He can also be controlled by a second player in a two-player game, in both cooperative and competitive modes. Robotnik returns in the role that made him famous — the bad guy. Other new features include the spin attack and a new bonus round. Sonic 2 defines the category of "Must Have" as a game you gotta get!



Sonic is back. Tails has joined him to add even more fun, with two-player action.

Awesome Strategies

- ★ Hmmm... where do we start?! Sonic 2 has a depth in gameplay rarely seen. It still features the great "any-button" controls (all three buttons on the controller make him jump). However, they've managed to program in a new special move: Hold Down on the control pad and rapidly press any button to make Sonic spin in place, then let go of the control pad and watch Sonic blast forward with his **Super Dash Attack**. This is a great way to climb up steep hills, or plow through an enemy.
- ★ All of the rules of the original Sonic apply to Sonic 2. Collect 100 Rings to receive a free **extra life**. As long as you're **holding at least one**

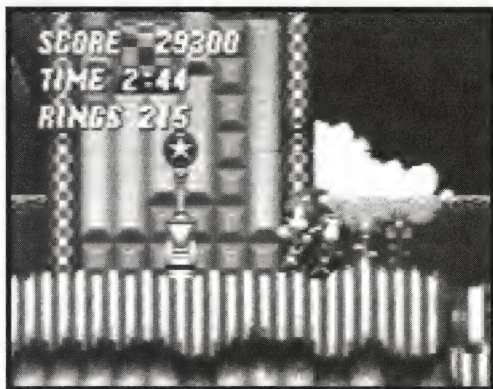


The new Super Dash Attack send Sonic spinning forward at supersonic speeds.

Sonic The Hedgehog 2

Ring when you're hit by an enemy, you won't lose a life. You'll simply lose the Ring, which flies into the air. Grab the Ring again to retain your protection. As long as you have at least one Ring, you'll be safe from losing a life.

- ★ **The bonus stage** has been altered, and is even cooler than the too cool bonus stage of the original Sonic. This time you view Sonic and Tails running down a half-pipe collecting Rings and avoiding Bombs. You can practice this round in the two-player mode, but you'll need a friend to control Tails for you. To enter the bonus stage you must collect at least 50



Collect 50 Rings, then touch a Starpost to enter the bonus stage.

Rings, then touch a **checkpoint Starpost**. A ring of stars will form over the Starpost, which you can jump into to enter the bonus stage. If you collect the designated number of Rings by the end of the stage, you'll receive one of the seven **Emeralds**. Collect all of the seven Emeralds to become **Super Sonic**. He's tough to control, but Super Sonic runs faster, jumps higher, and is invincible to enemies and spikes (he can still drown in water or get crushed). He also glides over the ground when he gains enough speed.

- ★ Try jumping into all of the walls to find **hidden passages**. There are also some walls that Sonic can run and spin into to break through. These walls usually have a slightly different pattern to them, making it easier to spot them.

Stage 1: Emerald Hill Zone

- ★ **ACT 1:** These are the official Sonic training grounds. The enemies aren't very aggressive, the terrain isn't too hazardous, and there are plenty of "floors" worth of ground to cover. Since you haven't invested too much time attempting to reach the end of the game, this is the perfect level to practice jumping, running and Spin Attacking. By exploring long enough and collecting all of the Rings (there are 296 on this stage), you can gain a few extra lives. It's possible to enter the next stage with 12 lives.
- ★ **How do you get 12 lives?** Well there's a trick, of course, and that's

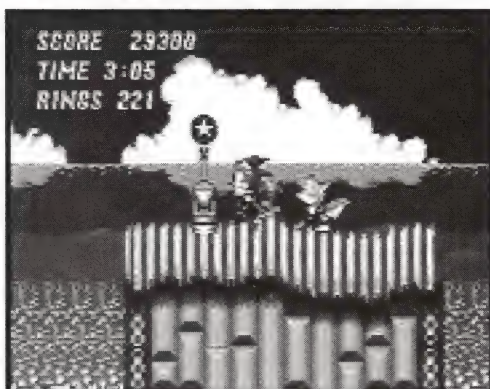
Sonic The Hedgehog 2

why we're here! Each time you collect at least 50 Rings you can touch a Starpost and enter the bonus stage. When you leave the bonus stage all of the bonus TVs and Rings will return, and you'll have zero Rings. There are nearly (but not quite) 300 Rings on this act, along with a hidden Extra Life TV. So what's the trick? Collect at least 200 Rings to get 2 lives,

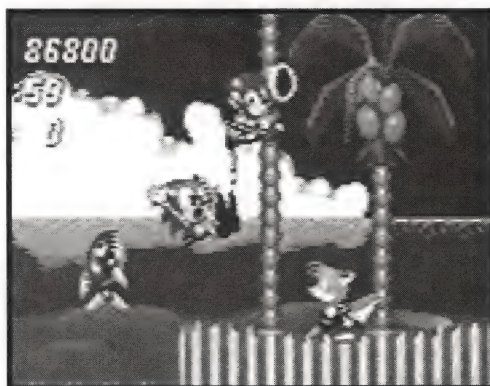
and collect the Extra Life TV, then enter a Starpost. When you exit the bonus stage do it all over again! You'll receive another three lives, and there are three Starposts. Be sure to hit the Starposts in order from left to right. The **first Starpost** is high in the air on a small floating ledge, above a yellow spring (before the first loop). The **second Starpost** is before the double loops, and the **third Starpost** is on the top of the fourth loop (counting the double loop as the second and third). The **Extra Life TV** is located immediately after the double loop. As you exit the second loop, hold the control pad right to launch into the air and climb into the wall above. An upside-down red spring hangs from the ceiling next to the wall, and it'll bounce you back if you launch up to the wall too fast.

- ★ Most of the enemies on this stage are predictable and easy to defeat, but **Coconut** is likely to cause you more problems than any other. He's the

monkey hanging in the tree. He'll throw coconuts down at an angle, aiming for your big-o-head. When you spot one in a tree, move directly below him (he can't throw straight down), then jump up after his next throw to pop him. You should make a point of popping each



Collect the Extra Life TV and 200 Rings, then enter the first Starpost at the far left.

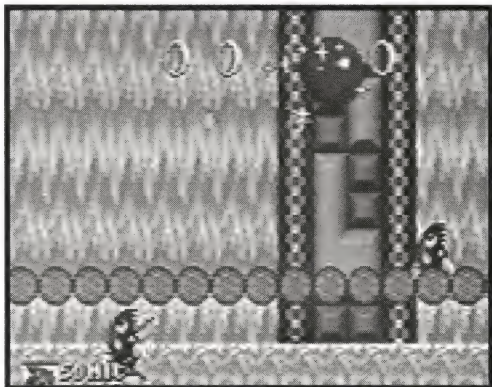


Coconut can become an annoyance. Stand directly below him and spin up into him.

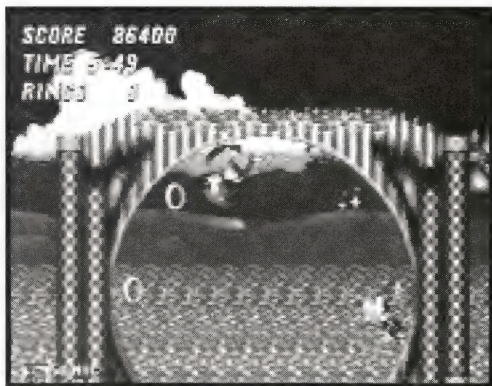
Sonic The Hedgehog 2

one you see immediately, in case you decide to backtrack later in search of Rings or items.

- ★ As you cross over each **bridge**, watch for the Mashers (jumping fish) from below. Jump as you cross the bridge to avoid them, then when they leap up use the jumping spin attack to roll into a ball and smash them.
- ★ The first item you'll come to on this first act is the **Shield**, which will make the rest of the act much easier since you keep it until you're hit by an enemy (and you won't lose any Rings). Continue right across the bridge, then drop down and enter the left wall to collect a few Rings. Choose the upper or lower path (both have several Rings), then backtrack to collect the Rings on the other path. The higher path has a pair of **Sneakers**, guarded by a Coconut in the tree above. Go left from the Sneakers and drop down to find a 10-Ring TV on a ledge between jumping Mashers, then leap across each ledge to the right and jump into the wall to find a hidden 10-Ring TV. On the upper path to the right is a loop. Jump on the floating ledge to the left to reach the Invincibility TV on top of the loop.
- ★ Continue to the right to find **two side-by-side loops**. To the left (jump over the spring) is a checkpoint **Starpost**. Make sure you have 50 Rings before touching the Starpost if you want to enter the bonus stage. The Extra Life TV is to the right of the double loop. See the section earlier in this act for more information about collecting 12 lives. Continue to the right through the waterfalls for more Rings. If you're trying to collect all of the Rings, backtrack on the lower path. None of the springs are deviously



*Be careful as you cross the bridges.
Mashers leap up from below to attack.*

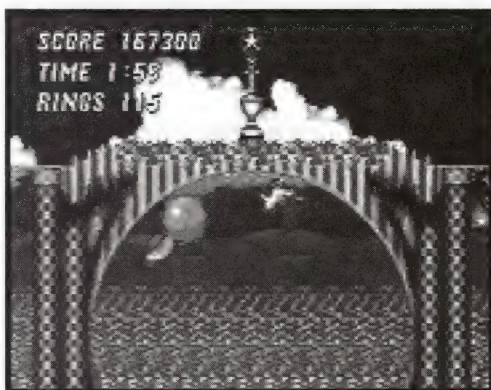


*The two side-by-side loops are a great
landmark. Go left to find the first Starpost.*

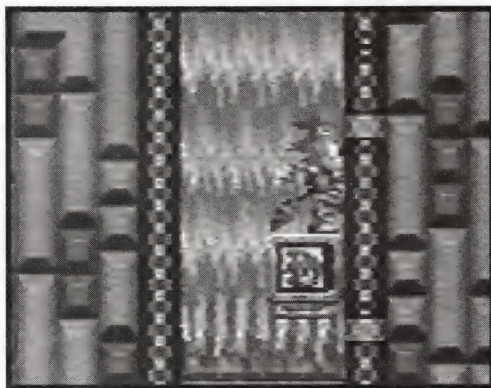
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set traps, so use them to often find Rings in the sky above. Once you're done playing around (and after you've collected 12 lives), go to the far right to find the Robotnik/Sonic sign.

- ★ **EMERALD HILL ZONE, ACT 2:** It's possible to collect **24 extra lives** and **5 Emeralds** on this act. There are over 200 Rings, two Extra Life TVs, and five Starposts. You must hit the Starposts from left to right to collect all of the extra lives. The loops are as follows: a double loop, a double loop, a triple ribbon loop, a single loop, and a single ribbon loop. Use this information when trying to find the Starposts in order. The **first Starpost** is directly above the first loop of the first double loop. You'll have to climb onto a moving platform to jump up to the ledge with the Starpost. The **second Starpost** is located on top of the second loop of the first double loop. The **first Extra Life TV** is next, and it's located in the waterfall after the first double loop. To get to it you'll need to venture to the right until you can climb up to the higher path, then backtrack to the left through the second double loop. Continue left across the bridge, then drop down to find a platform covering the narrow waterfall. The platform collapses when you stand on it, and you'll drop to land on the Extra Life TV. The **third Starpost** is located directly below the second double loop, on the lower path. You'll have to pass by it after the first double loop to get further to the right. The **second Extra Life TV** is located on a floating platform. Get on top of the single loop, then walk off the right side and hit the yellow spring. The **fourth and**



To find the first Starpost, climb onto the first of the double loops by using the moving platform.

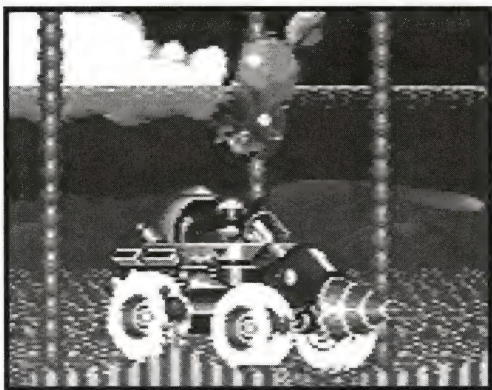


Fall down the collapsing platform in the waterfall to find this Extra Life TV.

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fifth Starposts are very near each other, and are immediately before the first encounter with Robotnik. After passing through the single ribbon loop, the fourth Starpost is on a floating platform above. The fifth Starpost is in plain sight to the right, but once you walk past it you can't return to the left.

- ★ There are several **hidden caves** in the walls on this act. The first is before the first double loop; the second is in the wall to the right of the first Extra Life TV; the third is below on the lower path, after jumping over a hidden red spring; the fourth is on the lower path below the triple ribbon loop. They all contain plenty of Rings, including 10-Ring TV bonuses.



Avoid the drill while pouncing Robotnik into a quick retreat.

- ★ The first encounter with **Robotnik** is a breeze, as are most of the rest. He hovers down copter-style into a tank with a drill, then he drives back and forth across the screen. The moment he lands in the vehicle, pounce him twice quickly, then pounce him once or twice each time he appears. When he's down to his last hit, he'll launch the drill as he appears on the screen — be ready to jump over it!

Stage 2: Chemical Plant Zone

- ★ **ACT 1:** If you follow the previous tips for the first zone, you should have as many as 39 lives (begin with 3, 12 on first act, 24 on second act). This should be plenty of lives to make it to the final zones, where we'll give you much more help. To prevent this chapter from becoming 300 pages, we'll stick to the less obvious stuff in the next couple of easy zones.
- ★ The first step is to find **two 10-Ring TV bonuses** and an **Invincibility TV**. From the start, go to the right to find a 10-Ring TV bonus, then drop off the left side and take the lower path on the blue and yellow rail. Keep running to the right, through the loop, and into the red spring. You'll be sent back through the loop and will land on or near a 10-Ring TV bonus. Don't smash it yet! Stand on it, then jump to the ledge at the left to find the three TVs.
- ★ After collecting the hidden TVs, run back to the right and jump over

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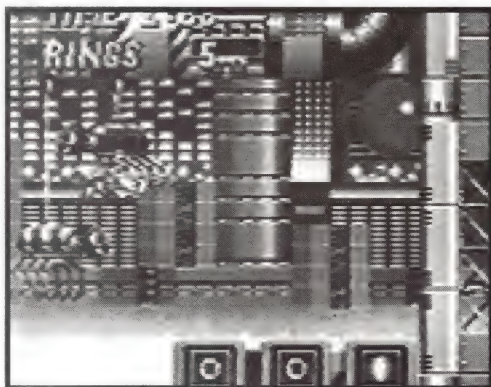
the red spring. Continue to the right until you reach the booster spinner. Walk into it, then hold the control pad right the moment you hit the ramp. If your timing is right you'll reach a high ledge with an **Invincibility TV**, a **10-Ring TV**, and an **Extra Life TV**. Head to the right if you want to take a shortcut, or go left for the long way, which includes lots of Rings and special items. Regardless of the path you take, you should find your way to the end of this act with ease.



An Extra Life TV is hidden in the wall after the first booster spinner.

- ★ **CHEMICAL PLANT ZONE, ACT 2:** There's an **Extra Life TV** at the beginning of this act. Run to the right as quickly as you can. You'll head down a steep rail, then shoot up into the air through Rings. Hold the control pad left as you fly through the Rings to guide Sonic onto a ledge with the Extra Life TV. Jump over to the right, and keep going up and right to find two 10-Ring TVs and a Shield TV. Go back to where you found the Extra Life TV and drop down, then go right. Climb up the steps formed by the four moving blocks. Step on the next set of four blocks, but quickly back up off of them. The blocks will move up to form steps. Drop below them to find a 10-Ring TV and an Invincibility TV. Bounce back up and go right to reset the steps, then return to them and climb up. To the right is another two 10-Ring TVs and a Shield TV.

- ★ Once again there are a few **different paths** to the end, but each is simple and mostly safe. The two most common enemies are the **Grabbers** (spiders) and the **Spinies**. When you see one, immediately stop and keep your distance until they shoot, then pounce



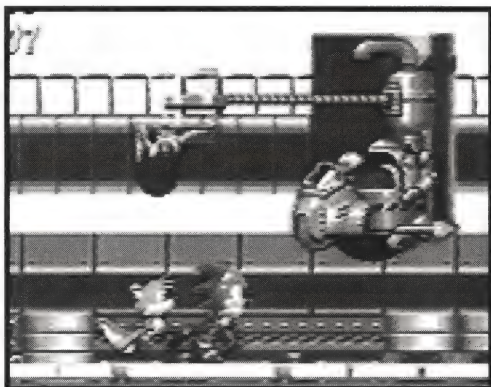
If you rush past the Grabbers or Spinies they'll attack. Stop, then pounce them when it's safe.

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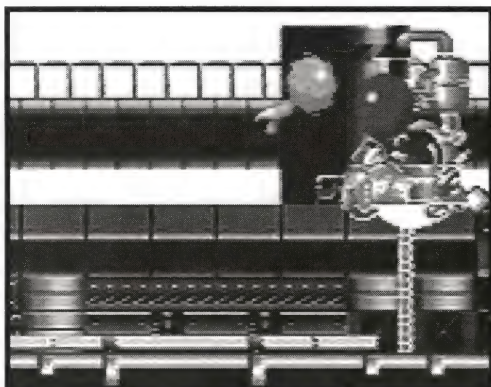
them. Also remember that the blue and yellow rails are safe, but if you see one without the yellow use caution. There's one area near the end where you must jump onto moving yellow platforms along a blue rail. If you miss, you'll end up in the toxic blue liquid below, where you'll have to find something to land on or you're history.

- ★ Here's the second encounter with **Robotnik**.

This can become a tough battle if you don't act quick. The moment he appears on the screen from the right, jump and pounce him rapidly and repeatedly without falling off. If you do it correctly you'll land all eight pounces in before he can begin his attack. If not, you'll have to do it the hard way. He fills up a container with the toxic blue liquid, then hovers above you and pours it on your head. Hold Down on the control pad to avoid being harmed by it, or move out of the way. When he's done pouring, pounce him once or twice as he goes back for more liquid. The yellow part of the rail will flip in sections, so watch your step or you'll be breathing toxic stuff.



Robotnik will fill his jar with the blue liquid, then he'll try to pour it on you.



Pounce Robotnik when he tries to fill his jar with the toxic blue liquid.

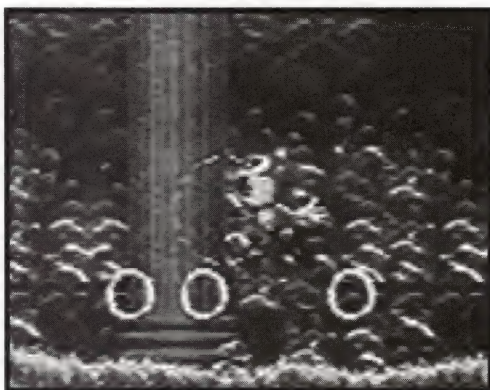
Stage 3: Aquatic Ruins Zone

- ★ **ACT 1:** There are a few new enemies and obstacles in this zone. Watch out for the **Arrow Columns**, which bear the face of the lovely Robotnik on them. When you approach they'll flash, then an arrow shoots out of them to the right.
- ★ Run through the **logs** to find hidden Rings. Also try standing on the

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log and jumping high to find more Rings out of sight.

- ★ If you want to take the **easy way** to the exit, stay on the higher path as much as possible. You may find yourself on the middle path occasionally, but you should be able to return to the higher path soon. The lower path is underwater, where oxygen can become a major problem. Of course, there's an extra life on the lower path. Watch for the rising bubbles and grab a mouthful of air *before* you need it!



Don't wait until the last moment to grab air. Make occasional stops to fill up on a bubble.

- ★ The only **Extra Life TV** is on the lower path, underwater. Look for a small red log with two Rings above it. Use the Speed Dash Attack to charge into the log and pop the Extra Life TV.

- ★ **AQUATIC RUINS ZONE, ACT 2:** You could easily drive yourself insane trying to reach the two Extra Life TVs in this act. One is located on the high path, and the other is on the middle path. There are plenty of items located throughout the rest of the act, but most are in plain view. Once again, the higher path is the safest, avoiding the dangers of the underwater world below.

- ★ To find the **Extra Life TV on the higher path**, go to the right, making the jumps over the moving platforms carefully, until you reach the Starpost. Hit it, then jump across the moving platforms to reach the higher ledge. The revolving three platforms attached by Rings will let you reach an even higher platform with 6 Rings. From this platform, drop off the right side and land on the red spring, then guide Sonic to land on a floating stone column. From the floating col-



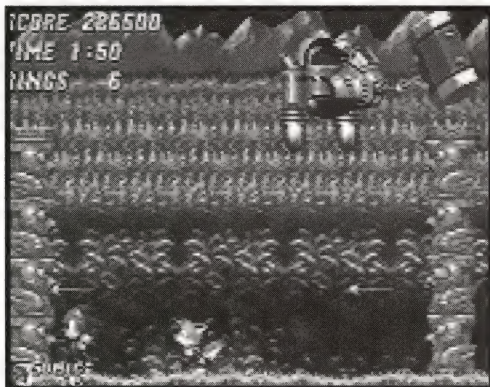
Stick to the higher paths to avoid the dangers of the deep blue below.

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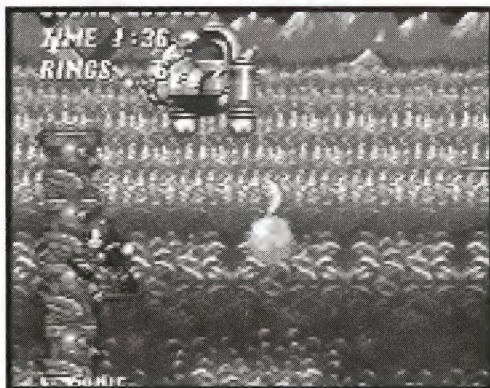
umn, jump to the ledge to the right to find two 10-Ring TVs and the Extra Life TV.

- ★ The **Extra Life TV on the middle path** is a bit easier to find. It's below the area where the Extra Life TV is on the higher path. Follow the path until you find a tunnel leading downward. Continue to the right until you reach the next jump up, leading to Robotnik. Instead of jumping up to the right ledge, jump up and go into the wall to the left to find the Extra Life TV.

- ★ It's time for Round 3 with **Robotnik**. A totem pole rises up from the ground on each side of the screen. Dr. Robotnik hovers above with a very large hammer. He'll hit one of the totem poles, causing an arrow to shoot from one of the four birds. When the arrow hits the totem pole on the other side it will stick for a few seconds. Quickly jump onto it, then jump up to pounce Robotnik. When you land on the ground, move away from the side of the screen where Robotnik is and prepare to avoid the next arrow. Repeat the pattern until you pounce Robotnik eight times. Also remember Robotnik's hammer won't harm you. If you can get to the top of a totem pole you can repeatedly jump to Robotnik and back to the pole to speed up the battle. The flames on Robotnik's vehicle can burn Sonic, so aim for the front of the ship to stay cool.



Robotnik will hit one of the totem poles with his hammer, causing an arrow to shoot...



Jump on the arrow to reach the top of the totem pole, then pounce Robotnik and repeat.

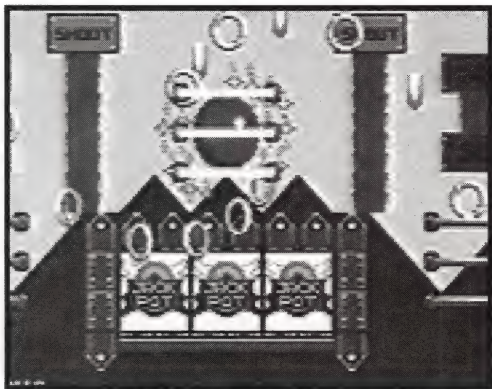
Stage 4: Casino Night Zone

- ★ **BOTH ACTS:** This is the easiest of all zones. You'll find yourself the pinball in a giant pinball/slot machine. Press any button to activate the

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flippers located throughout the level. Other than that, your goal should be to land into the three metal bars above the three wheels of the slot machine. Once you pop out, try to jump into it again. For every 100 Rings you win, you'll receive an **Extra Life**. However, if you win 100 Rings and then lose them, you'll have to collect 200 Rings before receiving a second Extra Life. The exit is to the far right, as usual, but don't worry about it because you're going to find it anyway.

- ★ The **payoff of the slot machines** is as follows: 3 Rings=10 Rings; 3 Bars=20 Rings; 3 Tails=25 Rings; 3 Sonics=30 Rings; 1 Jackpot + 2 Sonics=60 Rings; 3 Jackpots=150 Rings; 3 Robotniks=-100 Rings lost; 2 Jackpots + 1 Robotnik=-100 Rings lost.
- ★ In **Act 1** you can find an **Extra Life TV** about halfway through the act. There's a U-shaped area where you must run back and forth to build up speed and climb out. As you're running up the right wall, hold right to enter a hidden tunnel.
- ★ In **Act 2** you'll find an **Extra Life TV** if you stick to the lower paths whenever possible. You'll reach a hall with large blue blocks moving left and right. You can't get crushed between the blocks, but they can crush you into the floor or ceiling. At the end of the hall is the Extra Life TV in the floor.
- ★ **Robotnik, Part Four:** Finally Robotnik becomes a little tougher to fight. The bottom of his ship is protected by a shocking force field. Therefore, you want to get above him and pounce him on his head. There are two ways to get above him. You can jump up to the flip-



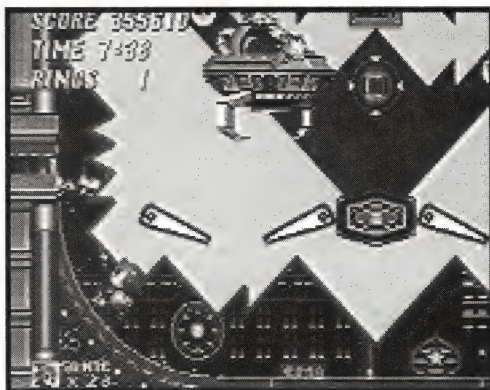
Get three Jackpots in the slot machine and you'll receive 150 Rings.



You can use the flippers to flip Sonic into the air, then guide him down onto Robotnik's head...

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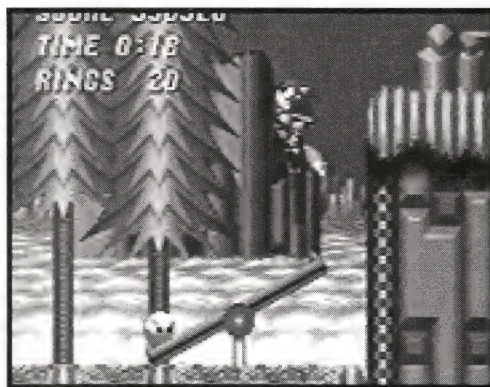
pers, then flip Sonic up and guide him to land on Robotnik. Or you can run across the floor (use the Dash Attack for a good start) and up the wall, then jump at the highest point and guide Sonic into Robotnik. Of course, you can always use a combination of both methods. To keep himself busy, Robotnik drops a spiked ball that explodes as it hits the ground. Eight hits and you're off to the Hill Top Zone.



...or you can run up the wall and guide Sonic over to land on Robotnik's head.

Stage 5: Hill Top Zone

- ★ **ACT 1:** The terrain gets rougher and the enemies tougher in this zone. If you've collected all seven Emeralds, you can become Super Sonic by collecting 50 Rings. Super Sonic is invincible, which makes surviving the lava pits and cruel enemies much easier.
- ★ There are plenty of valuables at the beginning of this act. Go to the right until you reach the **seesaw catapult**. Jump on the side opposite the fireball, then run to the other side of the seesaw and prepare for launch. Guide Sonic to the left to land on the floating island (you may need to land back on the see-saw and switch sides again to build up speed). Grab the Invincibility TV, then jump on the red spring and hold Right on the control pad to reach a ledge to the right with a 10-Ring TV. Walk right into the wall to find a hidden tunnel with Rings. On the other end of the



Use the seesaw catapult to reach ledges far above and out of sight.

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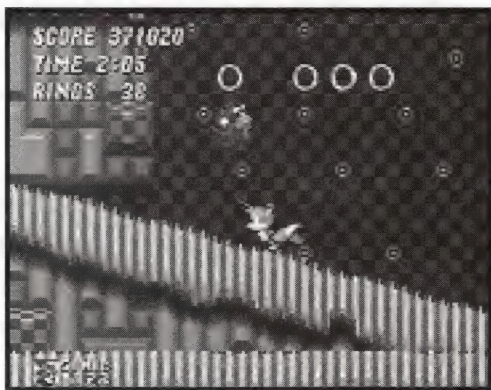
tunnel is another Invincibility TV. Jump up to the next ledge and use the catapult to reach another ledge above (watch out for the “Sol” fireball creature). Jump to the floating platform to the right, then to the next and up to a ledge with a **Starpost**. Jump on the yellow spring to reach a ledge, then jump on the next yellow spring to reach the 10-Ring TV above. Drop off the ledge to the right to find another 10-Ring TV, then pounce Rexor’s head and go right.

★ As you enter the **underground area** you’ll find a Shield. Grab it and go left as far as you can. Ride the two hanging trams down to the red spring. Walk into the red spring to get safely past the rising spikes. Use the next red spring to reach two tunnels in the walls (one high with Rings and an Invincibility TV, and the other low with Rings and a red spring on the right wall worth avoiding).

★ As you head right the **screen rumbles and shakes**. The floor will lift up, and if you don’t run to the right quickly you’ll be crushed. As you exit the tunnel at high speeds, guide Sonic through the Rings in the air. Hold right to land on the loop, or use the catapult. Hit the Starpost and grab the 10-Ring TV, then head to the right to find the exit.

★ HILL TOP ZONE, ACT 2:

There are three Extra Life TVs on this act. To find the first, stay on the higher path, through the loop, and to the seesaw catapult. From the ledge above, *fall* to the right and hold Right on the control pad (avoiding the moving platform) to land in a cave on the side of the cliff with the Extra Life TV. Drop back down to the left and continue to



*When the screen begins to shake,
make a quick run to the exit, stage right!*



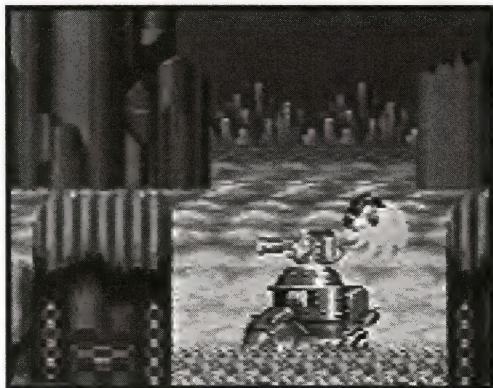
*The first Extra Life TV is easy to find.
It's located in a cave on the higher path.*

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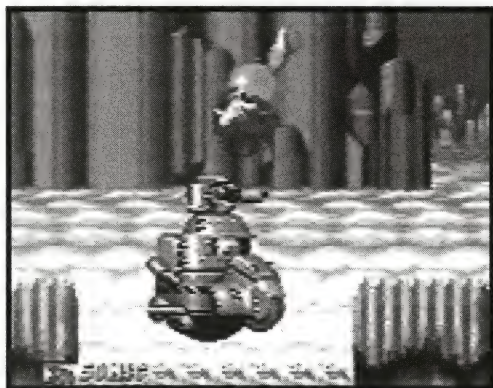
the right. When you see **two hanging trams** in a row, slow down. Go to the right until you find the **Starpost** (Robotnik is waiting to the right). Drop down to the left and backtrack in the underground area to find a **Rexor** (that Loch Ness Monster-looking creature in the lava). Jump across the lava, past Rexor, to find an **Extra Life TV**. If you entered the underground area earlier in the act, you'll find this Extra Life TV by dropping off the hanging tram immediately after the **two yellow springs** that face each other in a pit.

★ Robotnik's Revenge,

Part 5: At the end of the act you'll find yourself in an area with two lava pits. Stand on the center double platform. Robotnik will rise from the lava. If you're Super Sonic, pounce him rapidly and you can destroy him before he has a chance to begin his pattern. Otherwise, you'll have to battle him the hard way. He rises from one lava pit, shoots flames across the screen, then throws two fireballs onto the nearest of the double platforms you're standing on. After sinking he'll rise again from one of the two lava pits. Pounce him once or twice as he rises, then quickly move to the side of the double platform furthest from him. Repeat until he's toast.



If you have Super Sonic's powers you can aggressively attack Robotnik.



The pattern is simple: Avoid the two attacks, then pounce once or twice and repeat.

Stage 6: Mystic Cave Zone

★ **ACT 1:** You'll quickly learn to hate one of the new enemies in this zone. **Flasher** is a lightning bug that is only dangerous when he's flashing, but that seems to be most of the time. Watch out for many

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more **spikes** in this zone, which pop out of the floor and walls in several areas.

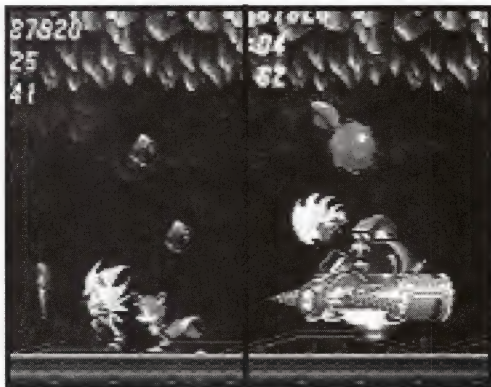
- ★ If you've reached a **dead end** and can't figure out where to go, look for a small **vine** to be hanging from the ceiling. If you jump up to the vine you'll grab it and pull it down (or ride it up) slowly, revealing a new passage.



The small vines aren't obvious at first. Jump up and grab them to be lifted or lowered.

- ★ This act has **no Extra Life TVs**, and a less than normal supply of other collectable special items. Have fun exploring while heading right to find the exit. There are several paths, both high and low, but neither has anything worth mentioning. The lower path is slightly easier to survive.

- ★ **MYSTIC CAVE ZONE, ACT 2:** This act features one **Extra Life TV**, which is better than nothing. It's located very close to the end of the act. Somewhere along the lower path you'll find a Starpost with a 10-Ring TV directly in front of it. Both are located next to three rotating crates. From this point, go right to find a 10-Ring TV, continue to find a Shield TV. Go even further right, then down and backtrack to the left. When you come to the second ledge (left of the black spiked ball), drop down along the left edge to land on the Extra Life TV. Pounce it and use the spring to go back to the right and meet Robotnik.



Robotnik: You only need to dodge the spikes that fall. Pounce when the drills are lowered.

- ★ **Robotnik's Drill Mobile:** When you reach the end of Act 2, you'll be in a rumbling room. Rocks and spikes fall from above, but only the spikes can hurt you. As Robotnik lowers from above, go for the cheap shot by jumping into the bottom of his vehicle. Now you've only got seven hits to go. Wait for Robotnik to lower

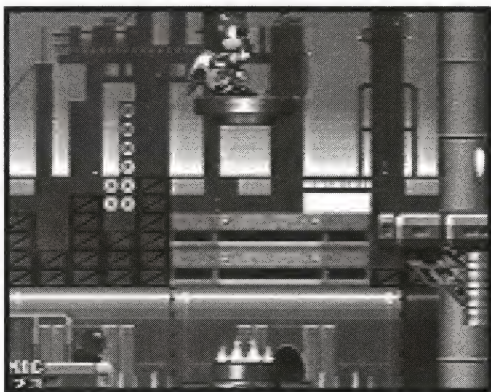
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the drills on his vehicle, then pounce him once or twice quickly before he raises the drills and hovers upward. Repeat this pattern, being sure to dodge the spikes in between each attack that fall when the screen shakes.

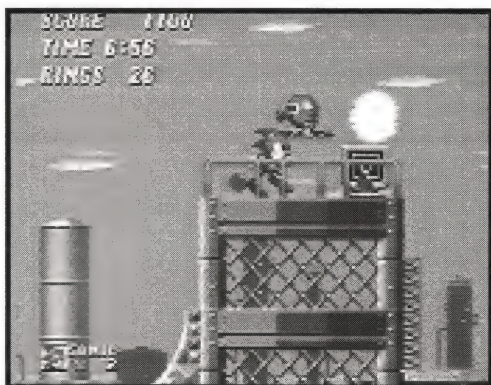
Stage 7: Oil Ocean Zone

- ★ **ACT 1:** Once again, the enemies and obstacles change, increasing slightly in difficulty. The seahorse, **Aquis**, is the most common threat. They hover in the air and shoot slow bullets, which are still difficult to avoid if you're moving fast. **Pressure Plates** are located throughout the act. They appear to be a safe green step, but the top plate shoots into the air on a cushion of flames. The flames are deadly, so time your jump onto the plate carefully. The **oil** that fills the entire bottom of this area is not toxic to Sonic, but if he doesn't keep jumping he'll sink and drown. The only other threat is **Octus**, a pink octopus, which you can defeat easily. Stop the moment you spot one, then use the Super Dash Attack to spin into them.

- ★ There's only one **Extra Life TV** on the first act, and it's located near the end. This act is mostly one main path, with a small shortcut that leads back to the main path. Always try to climb higher as you go to the right and you'll be on the right path. You'll eventually find a Starpost immediately after a slide. Go to the right and ride up on the third Pressure Plate to



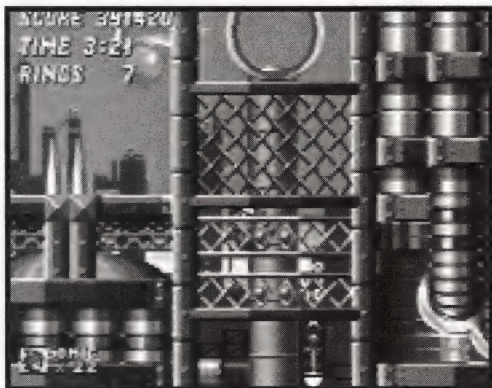
The Pressure Plates are useful to reach higher ledges, but if you jump too late you'll get burned.



The Extra Life is located to the right of the ledge with a 10-Ring TV and an Octus.

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reach a collapsing ledge to the top-right. Run to the right to find another collapsing ledge, then run across it and use the Dash Attack to climb the right wall and reach the collapsing ledge above. Jump up the blocks to the left to reach an elevator. Watch the Aquis as you go to the right to find the balloon spitter launcher. Let the balloons spit you around. You'll end up on a platform with a Shield TV. Grab it, then go to the right down the slide. As you hit the second slide you'll see a **10-Ring TV on a high ledge guarded by an Octus**. Go to the end of the slide, then run and jump

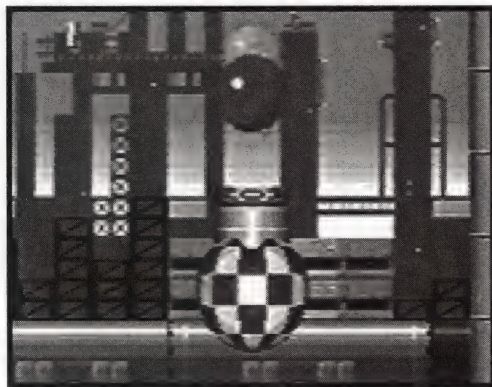


Walk left to reset the elevator up, then return to claim the Starpost.

up the slide and leap to that high ledge. Grab the 10-Ring TV, then jump to the right to find the Extra Life TV. (Gee, that was difficult!) Go left and fall down the elevator shaft. A Starpost is below, which you can reach if you walk to the left, then back to the right. The elevator will reset back to the top, and the Starpost will be easily accessible.

★ **OIL OCEAN ZONE, ACT 2:** This act isn't quite as linear as the last, providing several paths to the same goal. There aren't any major shortcuts, and the one Extra Life TV is very difficult to get to (we lost a few lives getting to it). If you built up your lives in the Emerald Hill Zone like we discussed in that section, you should still have plenty left. Just explore the area and follow the direction you'll be led by the elevators and balloon spitters. Robotnik is in the top-right area of the level, but you're likely to end up exploring the entire act before finding him.

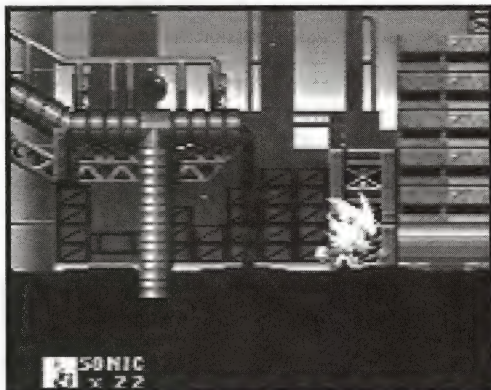
★ **Robotnik's Submarine Battle:** There are two ways to play this battle.



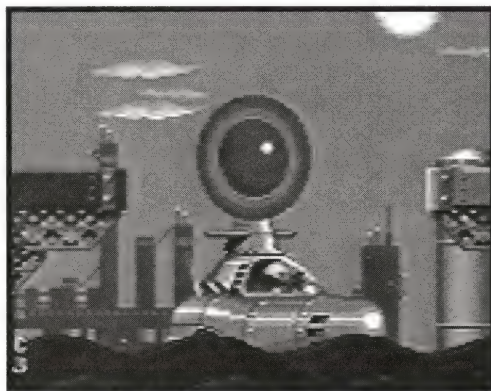
All of the elevators and balloon spitters will lead you into the right direction to the end.

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You can stay on the platform above and jump or duck to avoid Robotnik's attack, or you can choose to jump in the oil each time below the center platform and rapidly jump to avoid Robotnik's attack (then jump back onto the platform before Robotnik rises). As Robotnik makes his first appearance you can pounce him once or twice. Stand on the center platform and prepare to jump over Robotnik's metallic claw as it flies by. Next, stand on the far left of the platform (furthest from the cannon) and watch the cannon closely. If it aims high, duck to avoid the beam. If it aims low, prepare to jump to the right over the beam as it flames up across the platform. After the two-step attack, Robotnik will rise again, providing a chance for one or two pounces before he retreats back into the oil and repeats his attack.



Jump into the oil, then rapidly jump under the platform during Robotnik's attack.



As Robotnik rises out of the oil, jump to the platform, then pounce him a few times.

Stage 8: Metropolis Zone

- ★ **ALL ACTS:** Each act in this zone is very long and very hard, but there's not much we can say in directions to help you along. Basically, as in all the other zones, go to the right to find the exit (or Robotnik on the third act). There are multiple paths on each act, and they often cross, but they all lead the same direction. All of the elevators, nuts/bolts, and tubes will send you in the right direction. A keen awareness of the enemies will be the most useful defense you'll have. An **Extra Life TV** is located on Act 3. When you climb up one bolt on a nut and see another bolt and nut to the left, go back to the first bolt

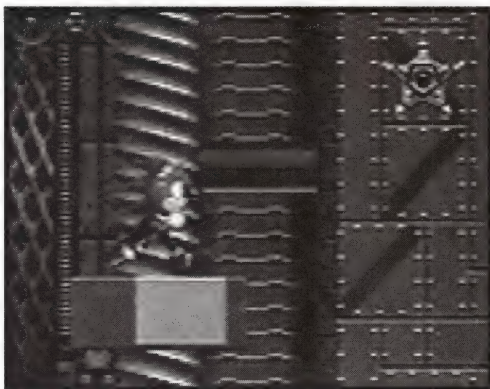
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and jump off to the right against the wall. You'll enter a hidden hallway with two 10-Ring TVs and an Extra Life TV.

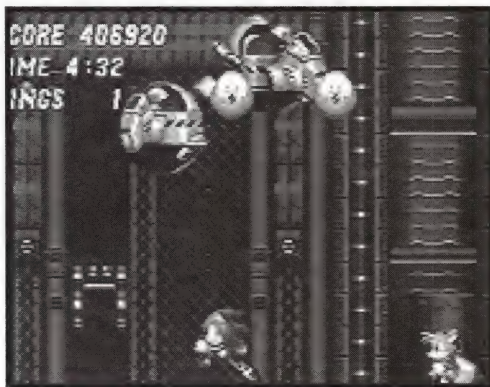
- ★ **THE ENEMIES:** **Asteron** is a gold star that explodes as you approach it. Each point of the star shoots out in a straight line. Position yourself between the points directly below it or beside it to the left or right. If you're running by or climbing

up a bolt on a nut, be sure to stop and wait or you're bound to take a hit. **Slicer** is an insect-like green creature that throws blades at you. He only has two, then he's helpless. **Shellcracker** is a crab with long arms. You can't pounce him when his arm is stretched out, so wait for it to return to this body, then smash him. **The spear block** has a hole on each of its four sides. A spear will pop out of the holes in clockwise order. Before jumping to one, watch it to check its pattern. If the spear is poking out to the left, it's going to be sticking out of the top next, and you don't want to be standing on it.

- ★ **ROBOTNIK:** Finally, Robotnik becomes a little bit challenging. His hovercraft will be protected by rotating spheres, which are dangerous to hit. When the spheres rotate in a straight line horizontally around the hovercraft, jump up and hit him from below. Robotnik balloons will be launched after each attack. They look like Robotnik, but you can easily pop them by jumping into them at any time. If you're having trouble beating Robotnik during this round, have a friend help. By using controller 2, a friend can control Tails and attack Robotnik with you. Best of all, if Tails gets hurt nothing happens to Sonic.



Stand directly below or to the sides of Asteron as it explodes.

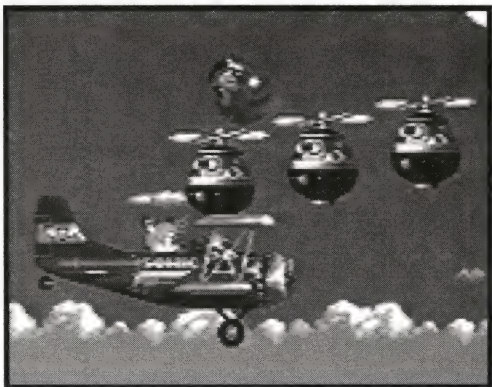


Pop up and hit Robotnik when the spheres around his hovercraft are circling horizontally.

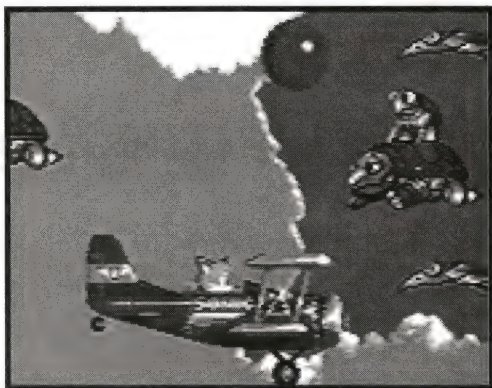
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Stage 9: Sky Chase Zone

- ★ This zone wouldn't be so difficult if there were Starposts. If you lose a life, you're back to the beginning. The new enemies aren't too evil, but there are plenty of them. **Nebulus** is a black and green creature with a yellow propeller on its head. You can pounce them from any side, including the propeller. A **Turtloid** is a small turtle riding on the back of a jet-powered turtle. They don't look like they're having much fun. The jet-powered turtle will spit fireballs, so stay out of their line of fire. The only things that are going to keep you alive in this area are the Rings. Always grab or catch one to stay alive. The only other enemy you'll see in this zone is the **Balkiries**, which is a jet with a bird's head. They fly by extremely fast. Stay to the far left and be ready to hit that jump button. You'll fly over the Wing Fortress through a huge squadron of these creatures, then you'll fly down by the fortress and continue to battle the huge squadron below the fortress. Fast reflexes and a Ring are the only things that'll keep you alive.



Don't let the propeller spook you, you can pounce on Nebulus' head.



Stay to the left and prepare to jump and pounce the Balkiries the moment they appear.

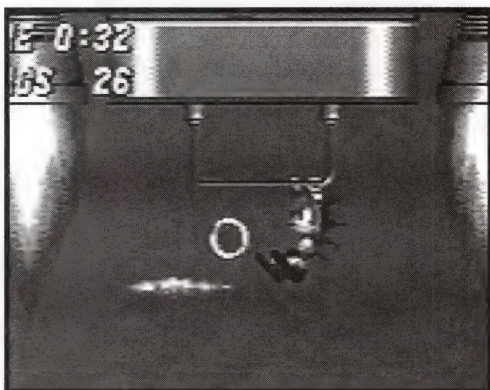
Stage 10: Wing Fortress Zone

- ★ After cruising around on the plane for a while you'll be dropped off on the Wing Fortress. Prepare for plenty of tricky obstacles. The only new enemy is **Clucker**, a well-armed chicken that pops up out of turrets along the ship. You'll be required to grab onto **hanging poles**,

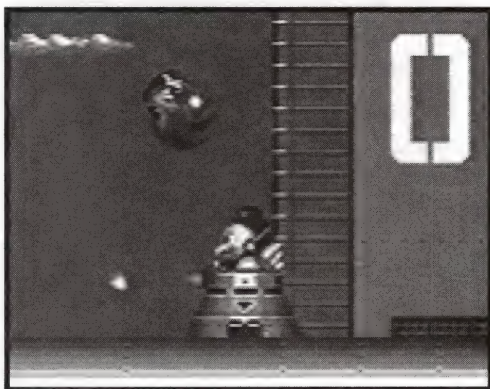
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hooks, and the **side panels** on the ship. Since these are all new obstacles, you're bound to lose a life or two getting used to them.

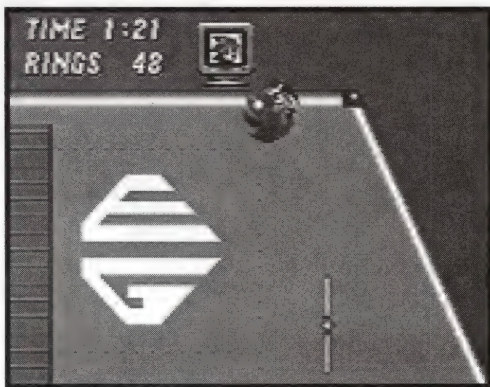
- ★ There's only one way to **get to the inside** of the fortress, but a few detours can gain you access to a cool item or two. After you land, go right and through the zig-zagging passage. Continue to the right until you walk down steps, then jump up and grab the pole hanging from the ship. You'll have to time the jump down to the moving platforms to avoid hitting the flames from the engines. When you reach the front of the ship, climb up the rotating platforms, where you'll meet your first Cluckers. Continue climbing up until you see the spinning white platforms. Climb up them to reach the top of the ship's tail, where you'll find an **Extra Life TV**. Knock it down, then go down and grab it with the Red Shoes. Run to the right along the top of the ship, where you'll find a **Starpost**. Continue right to find an Invincibility and two 10-Ring TVs. Go back to the left and ride the elevator up, then go



Hanging from the poles is challenging, especially if you don't want to get burned!



Run up and pounce the Cluckers before they have a chance to shoot.

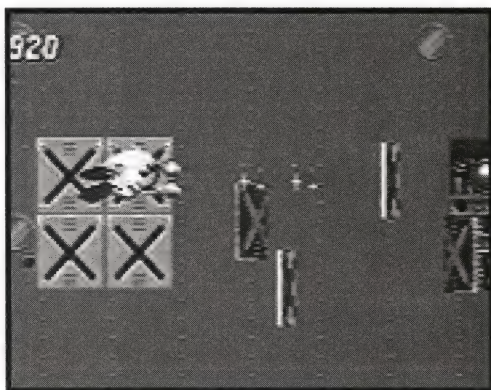


Climb to the top of the fortress' tail and knock the Extra Life TV down, then go get it.

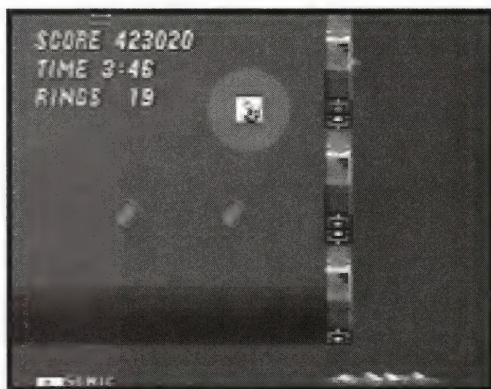
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right past a few more Clunkers. When you reach the far right you'll fall down into an area with a rounded corner to the right you can run up. Jump to the platform above and go left to exit out a door. You'll be hanging on for dear life on the **side panels** of the ship. When you grab the first set of four, slide down to the bottom of the two you can grab. The tiles will break lose and you'll fall back to the next set. Continue hanging on to the bottom of the two tiles. They'll break lose and you'll fall to a third set. Start climbing up to the top and hold up to grab the fourth set of tiles, then slide to the top tile and when these tiles break lose you'll fall into an entrance to the ship. Go down the **three elevators** and keep jumping up on the third elevator until you see a platform stick out of the side of the ship to the right. There are a series of eight platforms that will pop out in order from left to right. You want to jump on the first one the moment it pops out so you'll have enough time to jump across all of them before they pop back into the ship. When you land back on a solid platform you'll see a **Starpost**. Hit it!

- ★ An **Extra Life TV** is hidden in the very front of the ship, in a hidden wall. You'll have to grab a hook, which lowers you down to the right spot, then jump right into the wall to find it. When you exit you'll float to the left to safety. Going for this life is very risky, and is more likely to cost you a life or two in the process. You're better off continuing to the final battle.
- ★ Continue climbing up to the top ship and heading forward until you find



You'll have to position yourself on the side panels to fall and catch the next.



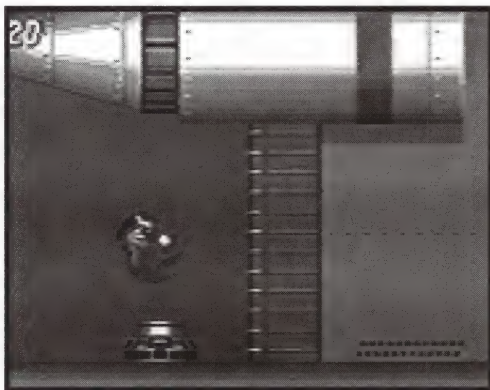
An Extra Life TV is located in the rear of the fortress, but it's very difficult to get to and from.

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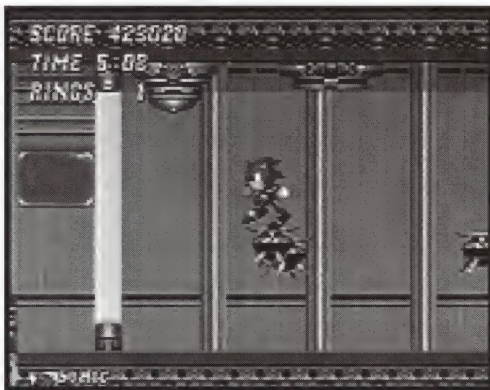
another **Starpost**. To the right is a metal plug on the top of the ship. Pounce it to peer into the ship, then jump in and go right, prepared for battle.

- ★ **Robotnik** is even meaner this time. The goal is to hit the eye of the beam at the top of the screen when it opens. However, the beam will begin to flash rapidly, then it shoots a solid beam that inflicts major pain on Sonic. The floating platforms aren't much help, since the spikes on the bottom will likely cost you a life or two. Grab a few Rings before entering, and be sure to grab at least one of them after each hit. Keep jumping to the higher of the three platforms to avoid the spikes, then leap into the beam's eye two or three times the moment it opens. Before falling out of the ship to the right, be sure to grab the **Extra Life TV** hidden in the forward wall.

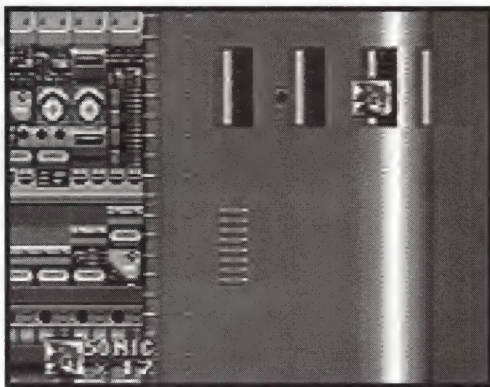
- ★ As Robotnik tries to escape in his rocket, Tails picks you up and helps you grab it (great scene!). Get ready for a tough battle, with no Rings and no help from Tails!



You'll hit a Starpost before finding the metal plug guarding the entrance of the ship.



Stay on the higher of the spiked platforms, then hit the beam the moment it opens.



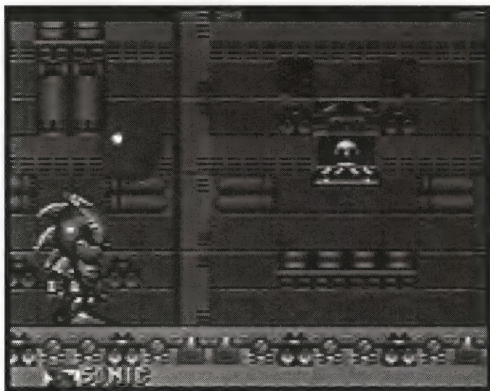
Don't miss this Extra Life TV at the front of the ship after defeating Robotnik.

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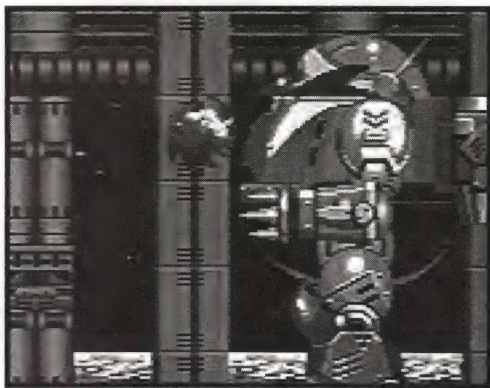
Stage 11: Death Egg Zone

★ **The final battle** has two stages. First, you must battle a familiar looking robot by the name of **Robo-Sonic**. His spiked hair is actually made from bonafide spikes, which spin like a sawblade. The moment he appears run up to him and get in three quick pounces. As you rebound from the third pounce, hold left to land near the center of the screen. Robo-Sonic will roll into a sawblade ball and roll across the screen. Jump over him, then quickly run up to him and pounce him three more times as he stands up. As you make the third pounce he'll shoot forward with rocket-powered shoes, then turn around and shoot back. Pounce him again as he heads back towards you, then follow him to the left side of the screen and pounce him once more. One alternative to begin the fight is to position Sonic slightly left of where Robo-Sonic appears, facing left, then hold down and spin in place rapidly (as if preparing for a Dash Attack). If you're in the right position you'll get four hits in right away. If you don't get in the eight hits as quick as we've explained it here, you'll have to continue the battle as Robo-Sonic continues his pattern. Watch for it, because it's always the same during each battle.

★ **Robotnik** is livin' large! He climbs into the head of a huge, familiar-looking robot and rises up out of the ground. This guy must be setting a record for largest boss in a video game, isn't he? His pattern repeats, and is easy to learn. The tough part is hitting him at the exact



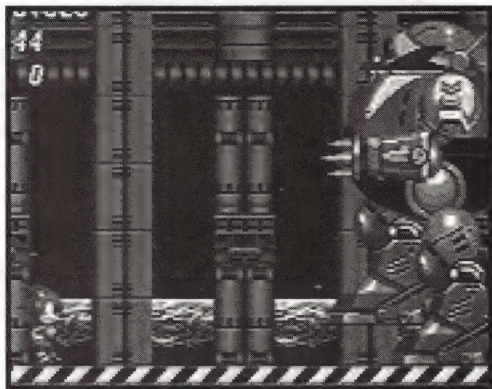
Be aggressive against Robo-Sonic, and pay close attention to his repetitive pattern.



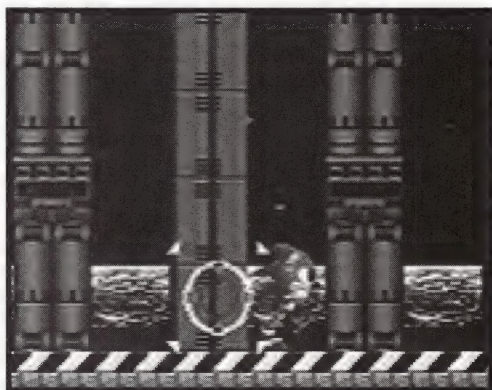
You can get one safe hit in on Robotnik as he rises from the ground in his machine.

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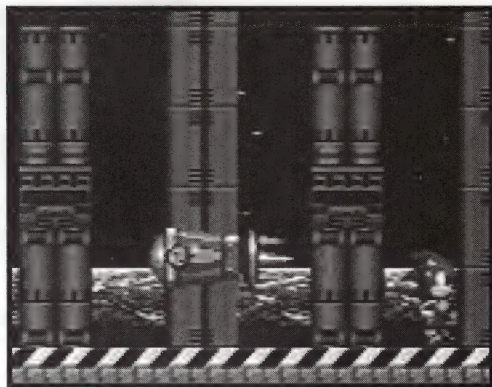
right moment. There are two points during each round of the pattern where you can get in a hit. Robotnik begins by taking four steps forward, then a half-step back. Hit him in the belly as his foot lands while stepping back, then move away as he launches into the air. You'll see a crosshair on Sonic, that follows him as he moves. Walk to either side of the screen, then when the crosshair flashes quickly move toward the center of the screen. As Robotnik lands, he'll lunge forward and down. This is your second opportunity to hit him in the belly, but move quick. After getting in a hit, quickly run to the far side of the screen to avoid his spiked hands, which shoot out across nearly the entire width of the screen. Be ready to jump, just in case. Robotnik then launches into the air again. Avoid the crosshair again. When he lands, he'll repeat the pattern by taking four steps forward and a half-step backwards. Take your time and continue getting in one or two hits each round. If you get greedy and try to get in more than these two hits you



Four steps forward, then a half-step back. The moment his foot lands from the half-step, hit him.



Wait until the crosshair flashes (locks), then move away from it and prepare to pounce.



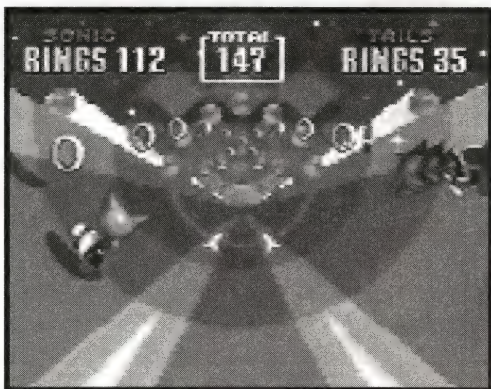
Move to the far side of the screen to avoid Robotnik's hands, then repeat the entire pattern.

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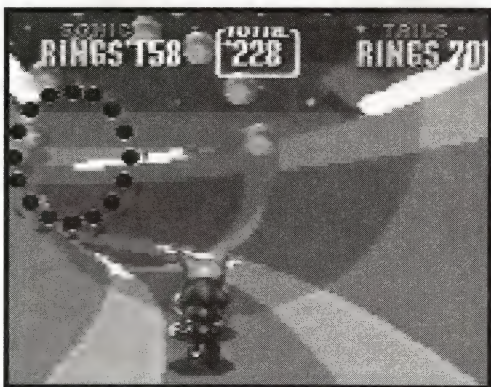
may lose a life, so be patient! If you can get in 10 hits you'll destroy him (at least for now), and will be rewarded with an excellent ending sequence. If you collected all of the seven Emeralds, you'll receive a slightly different ending, with Sonic in his Super Sonic form.

Bonus Rounds

- ★ Mastering the Bonus Rounds is very tough. There are seven different courses, one for each Emerald, and they increase in difficulty for each following Emerald. To enter the Bonus Round you must collect at least 50 Rings and touch a Starpost, then jump into the ring that forms above the Starpost. During the Bonus Round you'll view Sonic (and Tails, if he's playing) from the back as they run down a colorful halfpipe. Along the pipe are Rings and bombs. Grab the Rings while avoiding the bombs, of course, but as you come around corners at high speed it's tough to see them. If you are playing the game with both Sonic and Tails, you should find a friend to help control Tails on the Bonus Round. He tends to jump a moment after you, which is often too late. He also tends to get out of control more often when someone isn't controlling him. Your friend can control Tails by using controller 2, and when you return to the game Tails will be controlled by the Genesis again (unless your friend keeps playing with the controller). There is a pattern to each of the seven courses, and practice makes perfect.



If you're playing the regular game with Tails' help, he'll also be in the Bonus Round with you.

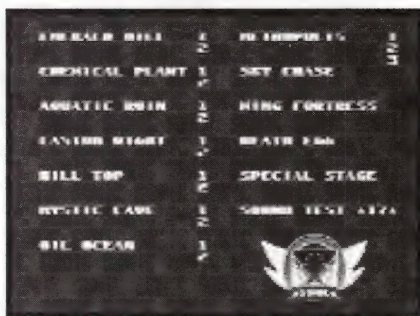


Have a friend take control of Tails on the Bonus Round to keep him from hitting bombs.

Sonic The Hedgehog 2

Awesome Secrets!

- ★ **LEVEL SELECT:** Go to the Options menu from the title screen by pressing Down on the control pad. Enter the Sound Test and select sound 19, then press C to hear it. Next, select sound 65 and press C, then sound 9 and press C, and finally sound 17 and press C. You should hear a special sound as the music starts. Hit Start to return to the title screen, then hold A and press Start to see the level select screen. During the game press Start to pause, then hold B to move forward in slow motion and C to jump. (Don't press the A button — it resets the game!)
- ★ **BECOME SUPER SONIC THE EASY WAY:** There are two ways to become Super Sonic (besides the “normal” way). **The easiest way** is to go to the level select menu (see above), then test the following using the Sound Test and pressing the C button after each: 04, 01, 02, 06. If it doesn't work the first time, try waiting about 15 seconds between sounds. Select the level you want to start on and hit Start, then after collecting at least 50 Rings, press buttons B and C together.
- ★ **The harder way to become Super Sonic** is to start a game and play the normal way, collecting 50 Rings and entering the bonus round. Collect the Emerald on the bonus round, then press Reset on the Genesis. On the title screen, enter the Options mode and press Start. You'll start the game on the first act again. Collect 50 Rings and enter the bonus round to collect the Emerald a second time. You'll notice you still have the first Emerald. Repeat this process, but remember to enter the Options menu each time or you'll lose all Emeralds built up.
- ★ **EDITOR MODE:** Go to the Sound Test on the level select screen and select these sounds, pressing C each time: 01, 09, 09, 02, 01, 01, 02, 04. (The numbers are the date Sonic 2 was released, 1992-11-24.) Choose the level to begin on and hold A when pressing Start. B toggles the Editor mode and A changes the object, while C places it.
- ★ **36 LIVES + ALL EMERALDS IN FIRST ZONE:** It's possible to collect up to 36 lives and all of the Emeralds during the first Zone. See the section at the beginning of this chapter for more information.
- ★ **HIDDEN 50,000 BONUS:** If you can collect every Ring on any act, you'll receive a 50,000 point “Perfect” bonus. This is easiest to do on the very first act, where there are 296 Rings to be found.



Use the Level Select to practice the acts giving you trouble.

STREETS OF RAGE 2

BY SEGA OF AMERICA

Introduction

The original *Streets of Rage* had some of the best graphics and music ever seen and heard in a Genesis game, and *Streets of Rage 2* sets similar standards. The cart is 16 megabits in size—twice as large as *Rage 1*—which means more detailed graphics, more enemies, more special moves, and four characters instead of *Rage 1*'s trio of fighters. There's even a new "Duel" mode where two players can battle each other.

Mr. X, the crime syndicate boss from *Rage 1*, has mysteriously come back to life, and he's kidnaped Adam Hunter to try and lure Axel Stone and Blaze Fielding into a deadly trap. Axel and Blaze set out to find their pal Adam, and they bring along two new friends: Max, a buffed wrestler, and Skate, Adam's kid brother. Axel, Blaze, Max, and Skate each have over ten moves each. In the two-player simultaneous mode, you and a friend can choose different fighters and combine their strengths in moves that allow you to throw each other or use various kicks together.



Streets of Rage 2 has two new characters and brand-new special moves.

Round 1 And Basic Strategies

- ★ Most enemies will attack you only when you're directly lined up with them horizontally. As long as you are standing or approaching from above or below, they won't throw a punch or kick. Always try to move towards them diagonally, then use a punch or kick as soon as you're lined up with them.
- ★ **Unlike some beat-'em-ups**, the enemies in *Rage 2* will often walk around you and attack from behind. Whenever possible, try to keep all the enemies to one side. A jump kick can often knock down two or three enemies at once. Axel also has a back punch to hit enemies coming at him from behind.
- ★ Whenever you find a **food item**, don't pick it up right away. Check your energy level first. If your energy is low, grab the food immediately. Otherwise, wait until you've completely cleared the area of ene-

Streets Of Rage 2

mies before grabbing the food. If you grab the food while your energy is full, you're likely to wish you had it after fighting enemies and losing energy.

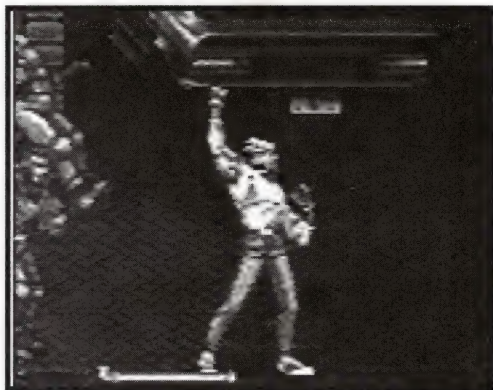
- ★ Take full advantage of each fighter's arsenal of moves. These are very important to know (and use) when you're surrounded by enemies.

- ★ **Break everything** in sight to find hidden items and power-ups. To pick up an item, stand on top of it and press the punch button. In Round 1, the items are inside the yellow trash cans and the tables and chairs.

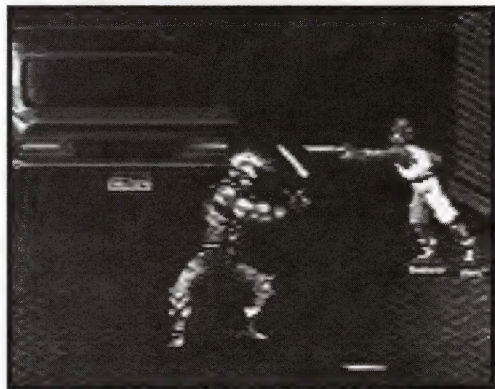
- ★ **Jack** is the first tough thug in this round. When he spins his knife, he pauses for a second before attacking. Attack Jack during this pause for excellent results. And don't forget to break the signs against the door for some food.

- ★ **Electra** is a whip-toting babe waiting for you inside the bar. She follows you around the screen and tries to zap you with the electric whip, and she'll also use the occasional jump kick. Move in and attack her at an angle.

- ★ **Barbon** is waiting for you in the back alley behind the bar. He's very good at blocking high punches and kicks, so use your special moves and don't try to grab him unless you really *want* to be the victim of a devastating chokehold.



Axel's dragon punch uppercut is one of the best special moves in the game.



Wait for Jack to spin his knife, then attack while he ponders how to throw it at you.

Round 2

- ★ The **special items** are stashed inside the barrels and the boxes inside the van.

Streets Of Rage 2

- ★ When the **motorcycle thugs** attack you on the bridge, use well-timed jump kicks to send them flying.
- ★ At the end of the bridge, you'll enter a huge van. The four thugs at the back of the truck won't attack until you defeat Ryokurou and Hakuyo (try saying *those* names ten times fast).
- ★ At the end of the round, a Rocketeer rip-off named

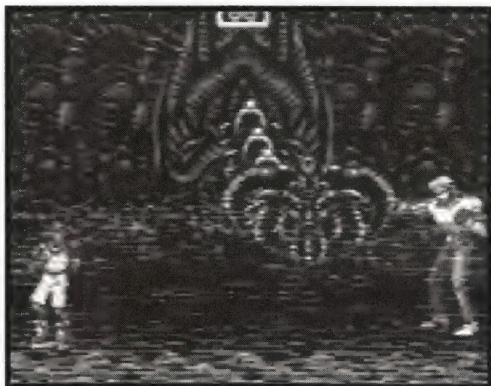


Wait for Jet to "assume the position" then jump kick him.

Jet attacks you. Jet has two nasty attacks: the first is a horizontal charge, and the second is a body slam where he picks you up and flies off the top of the screen before smashing you into the ground. Keep moving and wait for him to get into an attack position, then jump kick him. If you're in a two-player game, and Jet grabs one player, the other player should approach Jet and pick him up for a throw move. You can also jump kick Jet while he's charging, but it's safer to dodge him.

Round 3

- ★ Break open the **machines inside the arcade** to find hidden items. (A bit of trivia: Bare Knuckle, the name on the machines, is what they call Streets of Rage in Japan.)
- ★ Near the end of the round, you'll walk into an **alien nest!** Smash open the alien pods for items. At the end of the nest is a long-necked alien that swings from side to side. If you're in a two-player game, each player should stand on one side of the screen and jump kick or punch the alien back and forth between them.



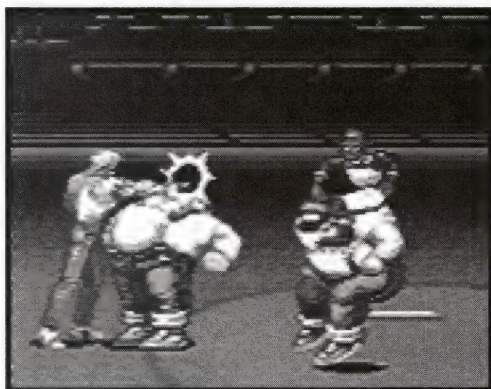
If you're in two-player mode, knock the long-necked alien back and forth between you.

Streets Of Rage 2

- ★ At the end of the nest is **Zamza**, a boss with more than a passing resemblance to Blanka from, er, some other fighting game—we forget the name just now. He attacks with his claws at close range and by sliding along the ground at long range. He also has a spinning attack that's blatantly similar to Blanka's. Approach Zamza diagonally and use throws to do damage. Don't try to attack him from the front. He'll only take one punch before counter-attacking.

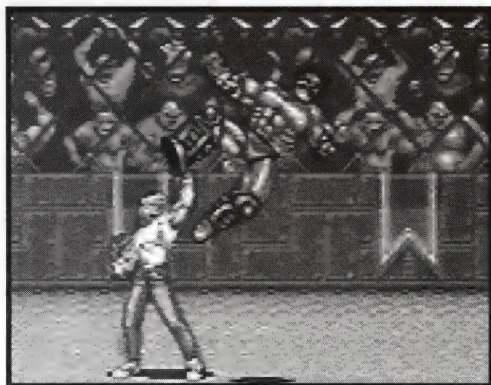
Round 4

- ★ **Big-Ben** and **Big-Go** are big boys who like to run across the screen and breathe fire in your face. Stay above or below a big guy, then move behind him as he runs past you and attack him with punches. (One effective technique is to punch three times—not four, or you'll knock the guy down—and wait for him to recover, then punch him three times again. Repeat.) You can also attack him just *before* he starts his fire attack. Don't try a back throw or back drop on the big guys or you'll pay the price.



Big-Ben and Big-Go aren't overweight — they're undertall.

- ★ **The boss is Abadede**, a wrestler-type person with bulging muscles and three nasty attacks. If you try to attack with a flurry of punches, he'll absorb three blows and then knock you across the screen. If you stay on the same horizontal level as him, he'll charge into you and whack you with a big punch. His final attack is a jumping body slam. The best tactic is to approach him from above or below and grab him, then quick-



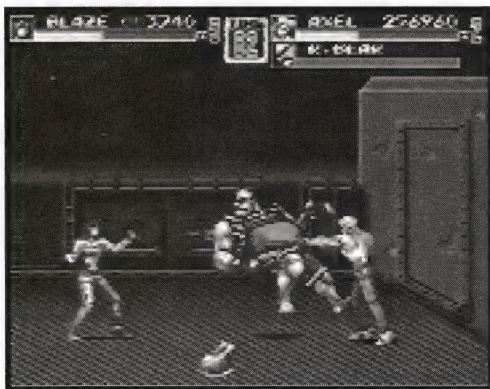
Use grab and throw moves against Abadede. Anything else gets you thrashed.

Streets Of Rage 2

ly use a throw or other holding move. You can also jump kick when he uses the jumping slam.

Round 5

- ★ The mighty **Wayne** waits for you about halfway through the round. He's very good at blocking punches, but very bad at blocking jump kicks, so that's what you should use on him. They don't do much damage, so it takes lots of time to beat him, but it works.
- ★ You'll rarely see a boss as strangely dressed as **R. Bear**. He'll punish you with devastating punches, and he can jump, too. Move in and swat him with a few punches, then move away. Don't try to grab him or he'll give you several head butts. If you can manage to bring a weapon this far, it will really help against Bear.



R. Bear has poor fashion sense and a nasty arsenal of punches.

Round 6

- ★ Hit the **sandbags** on the road to uncover hidden items.
- ★ The enemies throughout this round should look very familiar by now. Their attacks are the same as before, but their numbers increase.
- ★ **The bosses**, Souther and Stealth, are very much like Zamza and Jet from Rounds 2 and 3. Attack Souther, because he's by far the stronger of the two. When you defeat Souther, Stealth plays chicken and flies away like a girlie man. Ha!

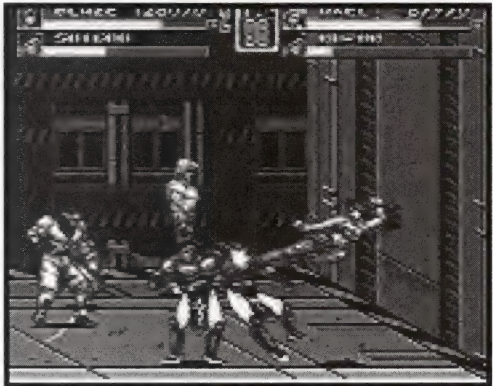


Ignore Stealth and go after Souther to finish the round.

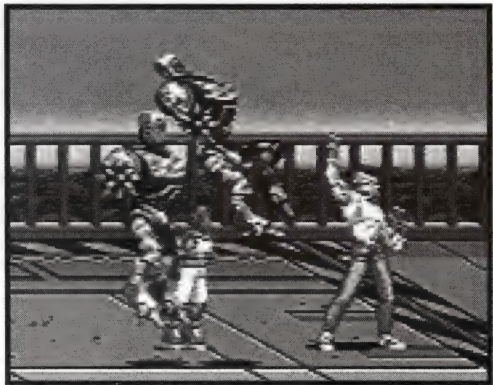
Streets Of Rage 2

Round 7

- ★ This round introduces a new obstacle: the **conveyor belts**, which drag you across the ground if you stand on them. Always try to attack your enemies without standing on the belts.
- ★ The **elevator** in the second half of the round will rise up to each floor and stop, allowing a group of enemies to board and attack you. There are five floors. On the first (ground) floor is a collection of weak thugs. On Floor 2, you'll battle more thugs and a Jet-packer. Floor 3 is populated by armed and unarmed martial-arts enemies. Floor 4 is a group of motorcyclists (without their cycles) and several Wayne-like foes. Floor 5 is two Big boys and a knife-throwing hood. The fifth floor is basically the last chance for another player to join in if they haven't already. You can use this strategically by having the more skilled player get to this point, then having the other player join in to help play through the last level. The second player will get the same number of continues as the first.
- ★ At the top of the building, you'll be assaulted by **Molecule** and **Particle**, two robots with an attitude. Don't even try to attack them horizontally, because they'll knock you to the ground with a mace or a laser beam. Approach them vertically and use throwing moves. The back throw is a good one to use. If you don't throw immediately, you'll get a shocking surprise. When you defeat one of the robots, move away to avoid the explosion.



*This is one elevator
you want to get off as soon as possible.*

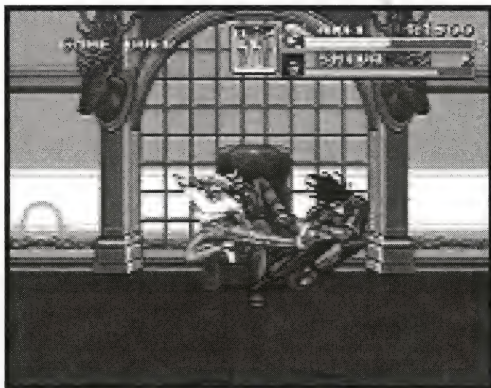


*Approach these robots vertically
or get a mace in your face.*

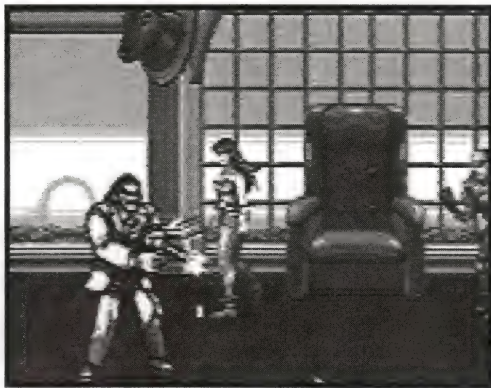
Streets Of Rage 2

Round 8

- ★ This round is filled with all the bosses and bad guys you've fought before, just with different names and different colors. In the lobby of Mr. X's building, you'll fight two robots just like the ones you beat in Round 7, along with Bear Jr., a baby version of R. Bear from Round 5. (He doesn't look like a baby to us!)
- ★ Fight through the lobby and you'll board the express **elevator** up to Mr. X, with a few stops along the way to reunite you with the bosses you love to hate. The first boss is a clone of Souther from Round 6. Use throws and never attack him horizontally or you'll get thrashed.
- ★ **The next boss** is the buffed wrestler from the arena in Round 4. Use throws or other grabbing moves. Another tactic to try in this tiny elevator is to pin him against either side of the elevator and use a jump kick as soon as he gets up. Keep jump kicking to keep knocking him down.
- ★ Defeat the wrestler and you'll come face to face with **Mr. X**, just as bored-looking as he was in Rage 1. You have to defeat a few wimpy thugs before Mr. X gets interested and sends his main squeeze **Shiva** to attack you. Shiva is simply too quick to exchange punches with, and she has a barrage of slide kicks and other devastating moves. Your best bet is to keep moving and use jump kicks.
- ★ As soon as Shiva goes down, move to the right side of Mr. X's chair and punch rapidly. You'll hit him as soon as he gets up. When Mr. X starts shooting, follow the line of fire to the side of the



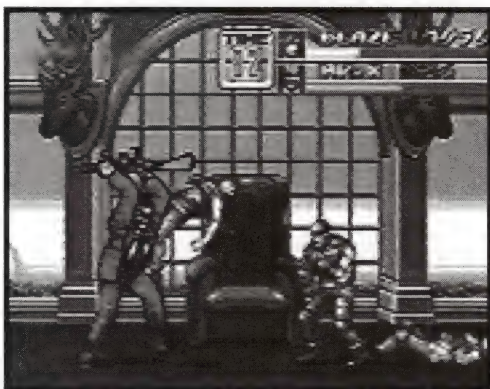
Shiva is blindingly fast and amazingly tough. Use jump kicks and keep moving.



Stay away from Mr. X's line of fire and attack him with plenty of special moves.

Streets Of Rage 2

screen that he's on. You can use punches or throw moves on X, but he'll smash your skull with his gun if you approach him horizontally instead of vertically. You can also grab Mr. X from above if he's shooting. Keep smashing him into the ground until he dies and you'll get a well-deserved ending sequence, alternating between graphic snapshots and programmer credits.



Get too close to Mr. X and he'll give you a love tap with his semi-automatic.

Awesome Secrets!

- ★ **NEW DIFFICULTY LEVELS AND ROUND SELECT:** At the title screen, press START on Controller 2. Use Controller 2 to highlight the word OPTIONS. Hold down A and B on Controller 2, then press START on Controller 2. Keep all the buttons held down until the Options screen appears. The ROUND option at the bottom of the screen allows you to choose your starting round (up to Round 7). Go through the LEVEL option to find two new difficulty levels, VERY EASY and MANIA. You can also select up to nine lives.

SUNSET RIDERS

BY KONAMI

Introduction

Sunset Riders is loosely based on the coin-op arcade game of the same name, also from Konami. The gameplay is a lot like Contra with a Wild West theme. You walk from left to right, gunning down bad guys and collecting power-ups to enhance your firepower. Sunset Riders really shines in two-player simultaneous mode, with both the regular game and a bizarre "Duel" mode. There are only four levels of action, but the difficulty level is high enough so you probably won't finish this game on the first day.



A woman throws coins and lives at you in the bonus stage.

Awesome Strategies

- ★ If you're playing alone, choose **Cormano Wild**. The wider spread of his shotgun blasts is more useful than the faster bullets of Billy Cool.
- ★ Sunset Riders is a much easier game with **two players**, especially when fighting the bosses at the end of each level. If you're playing solo, expect to take some lumps from the bosses, simply because they're meant to be fought by two players.
- ★ **Get the Stars!** You need the bonus stages to make up for the damage that you take during each level. If you miss one bonus stage, you're in trouble. If you miss two, you'll never make it to the end of the game.
- ★ **Dynamite** will explode if you shoot it, so watch where your bullets are going. Sometimes, you



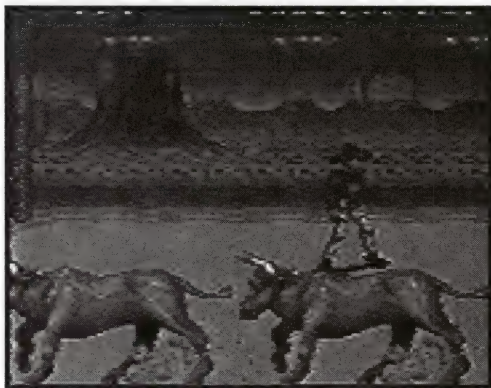
The bosses are a lot easier to beat with two players.

Sunset Riders

can throw a stick of dynamite and then shoot it to kill a pesky outlaw in your way.

Level 1: Reechforem Gulch

- ★ **STAGE 1:** From the start of the Level, walk right and blast open the leather pouch for a power-up. Continue right until you reach the green-roofed building. Jump onto the roof and shoot the outlaw, then shoot the pouch he drops to get the Star. If you miss this Star, there's another one later on.
- ★ Go into all of the buildings for **power-ups and Coins**. (We know, it's an obvious tip, but we're just trying to help.)
- ★ When the **ground starts to shake**, jump up onto the balcony of the building and wait for the **stampeding bulls** to gallop past you. Drop back to the ground when they're gone. The bulls return later on in the stage, and there won't be any buildings the second time around, so jump onto and over the bulls to avoid being trampled.
- ★ After the second bull stampede, you'll find a **damsel in distress**. Don't waste time trying to shoot all of the outlaws guarding her—just touch the damsel as soon as possible to rescue her and finish the stage.
- ★ **STAGE 2:** There are a lot more outlaws in this stage, and they seem to come out of every window on every building. **Take your time** and shoot them as soon as they appear. If too many outlaws are on the screen at once, you'll get trapped



*Watch out for "da bulls."
They attack twice in this stage.*



*Move slowly through town
and keep shooting at the windows.*

Sunset Riders

in a cloud of bullets.

- ★ **Simon Greedwell is the first boss.** If you're playing with two players, one player should stand on the left side of the screen, in front of the door, and the other should stand on the right, also in front of the door. These are the best positions to shoot the outlaws as they come out of the doors and windows. If you're playing solo, aim for the outlaws



Simon says: Shoot the outlaws, then blast the barrels.

before you shoot the barrels in front of Simon. Don't stand underneath the barrels or they'll hit you when they drop to the ground. With two players, it's very easy to shoot all of the outlaws, but in one-player mode, you have to move back and forth to hit them. Keep blasting Simon until he hits the ground and drops one last Coin.

- ★ **BONUS STAGE:** No real tricks here. Watch the shadows of the Coins and extra lives and move your horse onto the shadows to catch the items.

Level 2: The Chatahoochie Choo-Choo

- ★ **STAGE 1:** The first leather pouch at the beginning of the Stage has a **Star** inside. It's hard to avoid shooting the pouch because of the outlaw in front of it, but try not to. You need that Star!
- ★ **Watch the foreground closely.** When a pole streaks by in the foreground, the train is about to pass underneath a wooden "tunnel." If you're on top of the train, jump over the "tunnel" or you'll be smashed.
- ★ When you reach the **damsel in distress**, slide across to her before the



Look for a pole to appear, then jump over the wooden "tunnel."

Sunset Riders

outlaws can get a bead on you.

- ★ **STAGE 2:** There's a Star in the second leather pouch at the beginning of the Stage. (It's the pouch between the train cars.) If you miss this Star, there's another one in a pouch near the end of the Stage.

- ★ **Paco Loco is the second boss.** Stand on the left side of the pile of logs (but not actually *on* the logs, just against them)

and Paco won't be able to shoot you. Turn left and right to shoot the outlaws. If you're playing a two-player game, have Billy shoot the outlaws while Cormano shoots Paco. (Billy has to jump to shoot Paco, but Cormano can shoot him without moving.) When Paco says "Asta la bye-bye!", jump onto the logs to catch the goodies that Paco drops as he falls off the train.



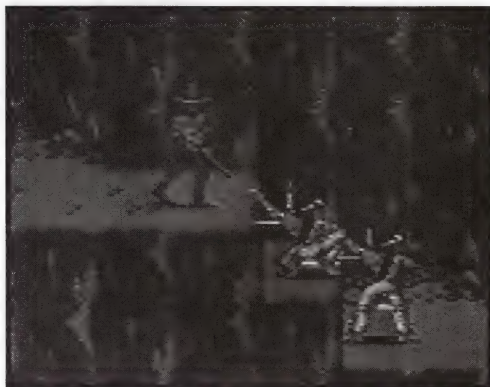
*Stand next to the logs
and shoot Senor Loco in the feet.*

Level 3: T.P. City

- ★ **STAGE 1:** There are **two Stars** at the beginning of the Stage. The first Star is inside a leather pouch on the ground, and the second Star is inside a pouch being carried by an Indian.

- ★ The best strategy to use in this Stage is simply to **keep moving** to the right and shooting like crazy. If you stand in one place, you're making yourself a target for the archer Indians, who can be painfully accurate. Keep in mind that you can shoot the arrows out of the air, however.

- ★ When you reach the **waterfall**, you've also reached the **damsel in distress**. Don't worry about the collapsing bridge; just move to the



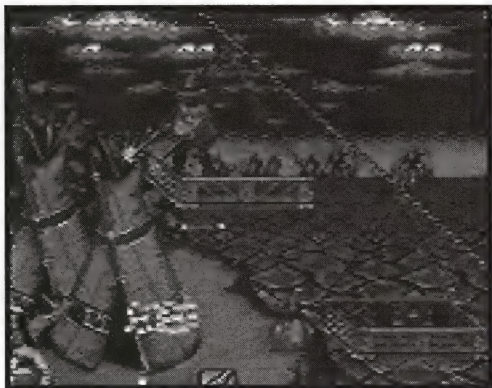
*Keep moving to the right
to avoid the Indian archers.*

Sunset Riders

right and climb up to the damsel.

- ★ **STAGE 2:** This Stage is mostly like the last one until you reach the elevators. As the **elevators** move down, shoot up and left to hit the attacking Indians. Three ledges with pouches on them will appear below the elevators. Shoot the pouches, then jump to the ledge to grab the items. Walk all the way to the edge of the cliff before jumping back onto the elevators. The second ledge has a pouch with a **Star** if you didn't get a Star in Stage 1 (and why not?).

- ★ **Chief Scalpen** is a fast-moving boss with a predictable pattern. He jumps into the air, throws three knives, and lands on the ground, then jumps back up onto one of the rocks. You can shoot the knives out of the air, but you're better off just avoiding them. If Scalpen lands close to you, he'll slice you with his weapon, so stay far away. It takes twenty hits to defeat Scalpen.



Okay, so what are elevators doing in a Native American village?



Shoot Chief Scalpen from long range and avoid his throwing knives.

Level 4: Powder Keg Pines & The Rose Mansion

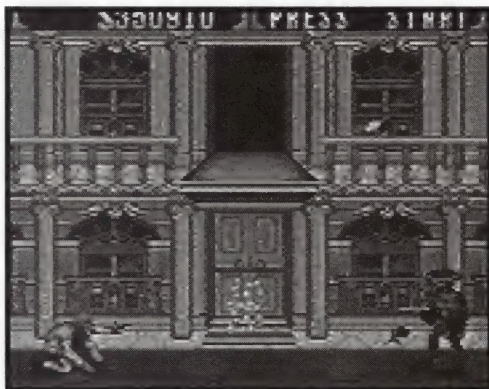
- ★ **STAGE 1:** There are a few walls blocking your progress at the beginning of the Stage. Shoot through the walls, but cover your back to blast the **attacking dogs**.
- ★ After you pass through the second wall, the rest of the Stage is just a massive bunch of attacking outlaws. Even with two players, you'd have to be an awesome player to get through here without losing a life or two. The damsel in distress is at the end of the Stage, as usual.

Sunset Riders

★ **STAGE 2:** Sir Richard Rose is the **final boss** of the game. He drops a stick of dynamite right after saying “Cheerio old chap,” so watch out. Keep moving constantly (Richard’s a great shot, so you can’t stand still for a second) and shoot the pedestal in front of Richard to damage it. When the pedestal is destroyed, Richard drops another stick of dynamite. Wait for him to jump next to the dynamite, then shoot the stick to blow it up. Richard isn’t dead yet, though. He’ll yank a piece of armor out of his shirt and continue attacking. Keep moving and shooting; Richard doesn’t move in any pattern, so you just have to react quickly to what he does. It takes 30 shots to defeat Richard and win the game. A boring sunset graphic and programmer credits are your reward.



*A rose is a rose is a psychotic boss.
(Wait, that's not how it goes...)*



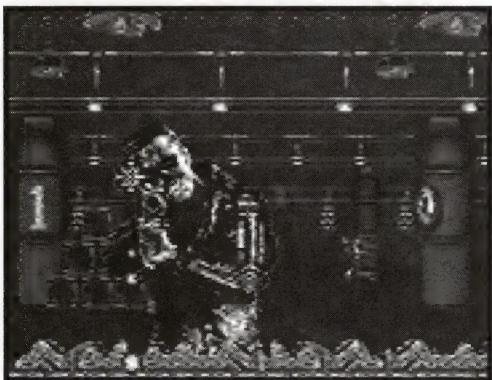
*Once you destroy the pedestal,
Sir Richard gets quite aggressive.*

T2: THE ARCADE GAME

BY ACCLAIM/LJN

Introduction

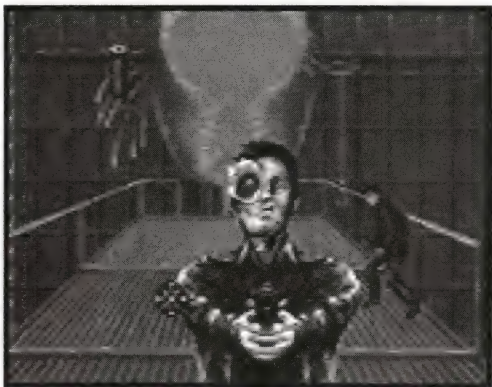
This game was a smash hit in the arcades, and now Acclaim has converted it for the Sega Genesis and Menacer light-gun (although you don't need the Menacer to play). It's a pure shooting game similar to Operation Wolf and other coin-ops. The graphics, sounds, and storyline are all based on the movie. You are a T-800, sent back in time to protect John Connor from the T-1000, a robot sent back to destroy him. Each level is filled with bad guys to blast, and at the end of the game, you take on the T-1000 itself.



T2 features graphics and sound effects taken straight from the original coin-op game.

Awesome Strategies

- ★ If you have a **rapid-fire controller**, use it for the button that fires the gun. The rapid-fire benefits you in two ways. Firstly, you don't need to hold down the button, and secondly, rapid-fire prevents the Firepower gauge from running out, so you can lay down a continuous stream of bullets. If you don't have a rapid-fire controller, just tap the fire button rapidly to keep your Firepower at maximum.
- ★ When you're **playing solo**, only enemies on the left side of the screen can damage you. Enemies on the right side of the screen don't do any damage. For this reason, you should concentrate on the left-side enemies first.



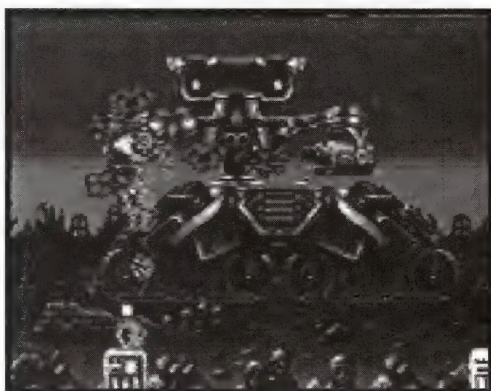
*Got no friends? Have to play alone?
In this game, that's an advantage.*

T2: The Arcade Game

Level 1

★ The first level of every game is easy, and T2 is no exception. Get used to the controls and practice your shooting skills. Keep in mind that some Terminators are easily killed by shooting off their heads.

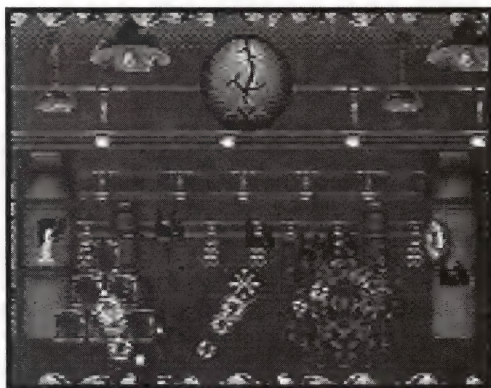
★ **The end boss** is a huge Hunter-Killer. Start by destroying the HK's arms with guns and missile fire. When both arms are destroyed, concentrate your fire on the head. Shoot the missiles that the HK shoots at you. When the head is destroyed, aim for the middle of the body. When the body is destroyed, aim for the hatch where the missiles are launched. Destroy this hatch and you destroy the boss.



Blow away the Hunter-Killer one part at a time: first the arms, then the head, then the body.

Level 2

★ There's no boss on this level, just lots of Terminators. The strangest enemies on this level are the Orbs, which drop onto the screen in metallic pods, then "hatch" and start flying around the screen, distracting you and generally causing lots of problems. Destroy the pods with missiles before they hatch. Keep shooting the Terminators and blasting the light bulbs for power-ups and you'll be through this level in no time.



Blow up the orbs before they hatch or you'll be wasting lots of ammo on them.

Level 3

★ Here it is, **the hardest level** in the game, the one that has players around the world gritting their teeth and pounding their chairs in frus-

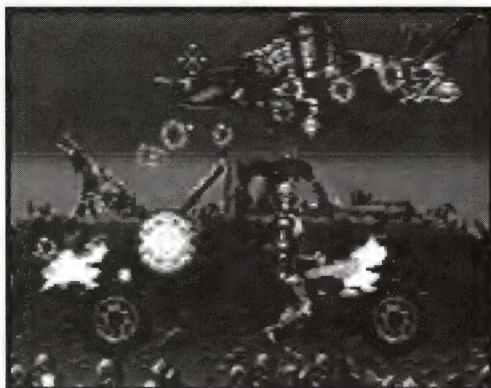
T2: The Arcade Game

tration. First, some general tips. Shoot all the boxes at the bottom of the screen to collect all of the missiles. It's worth intentionally losing a few credits so that you can build up a stockpile of missiles. Once you have a good stock, start playing the level seriously.

★ Completely **ignore the**

Terminators attacking the truck (they do very little damage) and worry about the **Hunter-Killers** that fly onto the screen and strafe the truck. These HKs attack in the same pattern every time, from either the left or right side of the screen. The key is to fire your missiles *before* each HK comes onto the screen. This way, you'll disable the HK before it can start firing at the truck.

- ★ Here's the **pattern of HK attacks**: Left, right, left, right, right, left, right, left, left, left, right, right, left, right, left, left, right, left, right, left, left, right, left. Good luck!

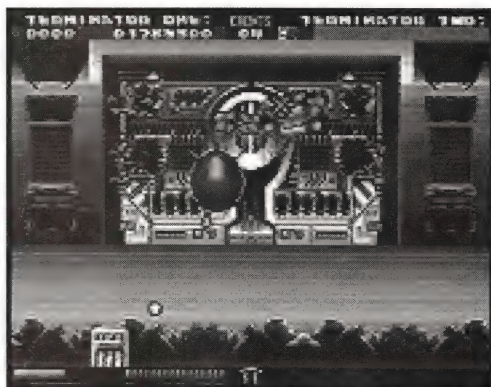


Ignore the Terminators completely and focus entirely on destroying the devastating Hunter-Killers.

Level 4

The first real challenge in this level is the group of **ten doors** numbered "1" and "2." Use missiles to destroy the doors when they're closed to prevent **snakes** from coming out. The mid-level boss is the same as the boss from the end of Level 1.

- ★ Against the **end boss**, start out by destroying the missile launchers in the corners of the screen. This causes the doors to open and reveal the computer. Concentrate your weapon fire on the outside sections of the computer first, then blow



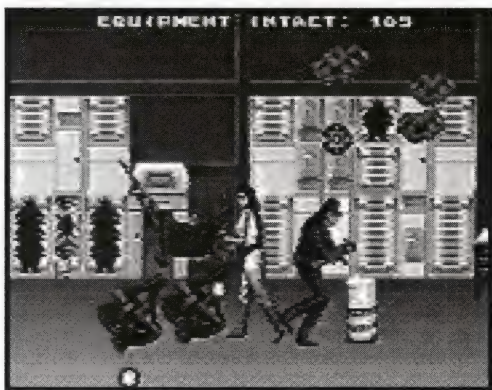
Destroy the missile launchers, then shoot up the outside portions of the Skynet computer.

T2: The Arcade Game

away the inside sections. You can't destroy the inside sections until the outside sections are gone. The computer launches missiles at you with deadly accuracy, so keep shooting. When the computer blows up to reveal the core, you'll be transported to Level 5.

Level 5

- ★ This is where the game is won or lost. There's a **damage counter** at the top of the screen ("Equipment Intact") and your goal is to take the counter to zero by destroying any and every piece of equipment that appears on the screen: computers, desks, lockers, you name it. If you don't take the counter to zero by the end of the level, Cyberdyne Systems will still exist and you get a "bad ending" when you finish the game. Take the counter to zero and you get the "good ending," which is almost the same except for some upbeat text instead of the bad ending's depressing message.



If you want the good ending, shoot absolutely everything in sight and then shoot it again!

- ★ There are several **new weapons** in this level, so grab them all and use them to blow up everything. The Shotgun is especially effective at causing plenty of damage. By the end of the first half of Level 5 (with Sarah Connor), you should have the counter at 30 or less, because you can only do a small amount of damage in the second half of Level 5 (with John Connor). Don't forget to shoot the glass cases holding the Terminator chip and arm for two more damage points.

Level 6

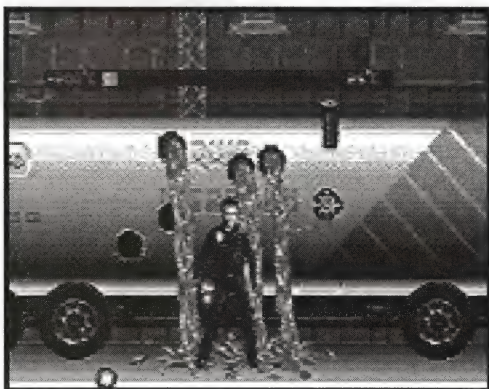
- ★ Position your gunsight just above and to the left of the **van** and wait for the T-1000 to attack in a **helicopter**. Shoot the helicopter before it touches (and destroys) the van. Fend off the helicopter 13 times and the T-1000 ditches the chopper and switches to a truck. (Arnold says "Excellent" when this switch occurs.) Move the gunsight to the far left side of the screen and start shooting as soon as the truck appears. Keep shooting the front of the truck and it will ram into the van with-

T2: The Arcade Game

out destroying it. Use your guns and your missiles and keep attacking until the van drives safely off the screen to end the level.

Level 7

- ★ Shoot holes in the tanker with the Shotgun to release streams of liquid nitrogen, then shoot the T-1000 to knock him to the ground. If you can knock the T-1000 down while a stream is pouring onto him, you'll really cool him down fast. When the temperature gauge hits the bottom, the T-1000 will freeze up and you'll move on to the final level. Collect the Shotgun shells as the screen scrolls to the right.



Liquid metal and liquid nitrogen don't mix, as the T-1000 is about to find out — the hard way.

Level 8

- ★ Use your Shotgun to protect John Connor by shooting the T-1000 to the ground. (If the T-1000 kills John, you have to restart at Level 7.) After being knocked down five times, the T-1000 will attack you. Shoot him in the head with the Shotgun until his head splits in half. Use the Shotgun to drive him to the edge of the vat, but don't knock him *into* the vat or you'll have to start all over again. Shoot the M79 Grenade Launcher as it falls onto the screen, then quickly blast the T-1000 in the chest with the M79 to knock it into the molten steel. Congratulations!



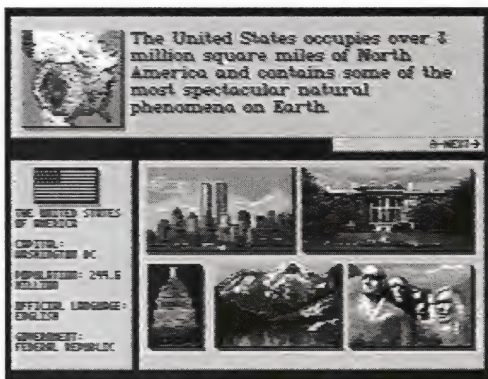
Knock down the T-1000 five times, then blast his head apart. Gruesome, but cool!

TEAM USA BASKETBALL

BY ELECTRONIC ARTS

Introduction

After the U.S. basketball team won a bronze medal in the 1988 Olympics, action had to be taken to prove to the rest of the world that the United States was still number one at the sport they invented a hundred years ago. So the U.S. brought together eleven of the best players in the N.B.A. (and one college guy), called them the Dream Team, and watched them thrash the opposition in the 1992 Olympics. Now you can relive the glory of the Dream Team in Team USA Basketball!



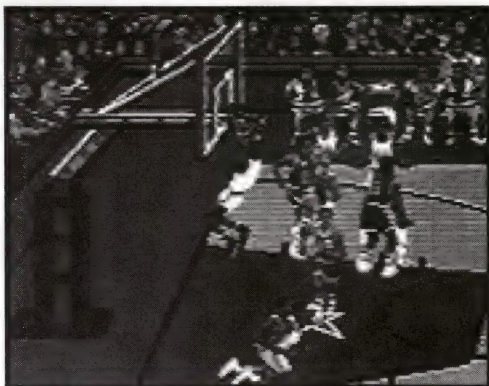
Before each game, you're given a brief history of the two countries who'll be playing.

Offense

- ★ The best way to rack up points is to drive into the lane and go for the dunk, but before you do that, you have to break free of your defensive coverage. If you can't get away from the defensive player, run around another one of your players and "screen" your man, leaving him stranded while you slam. The screen technique also works very well if you just want to fire a jump shot or three-pointer. By screening the defensive player, you give yourself an open shot.

Defense

- ★ **Blocks** are hard to pull off in this game, and if an offensive player wants to drive to the hoop (especially a computer player), he usually will. Your best defensive weapon is to



The slam dunk is the best offensive weapon in the game.

Team USA Basketball

attempt stealing the ball. You'll get more fouls this way, but better to have more fouls than have the opponents score more points. Once you've run up five team fouls, however, don't try to steal as much since every foul gives the opponent two foul shots.

- ★ There are **two ways to play defense**. Switch from man to man as the ball is passed around, or stay in control of one player and let the computer control the others. The computer is better at blocking shots, but also has a tendency to allow more drives and dunks. However you play, don't worry about defense too much; concentrate on running up the score.



This is one picture you don't want to see very often.

Awesome Secrets!

- ★ **PASSWORDS:** Use these passwords to play as the Dream Team.

Game 1 (Croatia):	LJGCRXC
Game 2 (Italy):	LHJCRRP
Game 3 (CIS):	LKKCRGQ
Game 4 (Lithuania):	LGLWRFD
Game 5 (China):	LJL3RBX
Game 6 (Yugoslavia):	LKL7RHH
Game 7 (Italy):	LGT7RFP
Game 8 (France):	LJT7RBY
Gold Medal Ceremony:	LHT7RKY

TEENAGE MUTANT NINJA TURTLES

BY KONAMI

Introduction

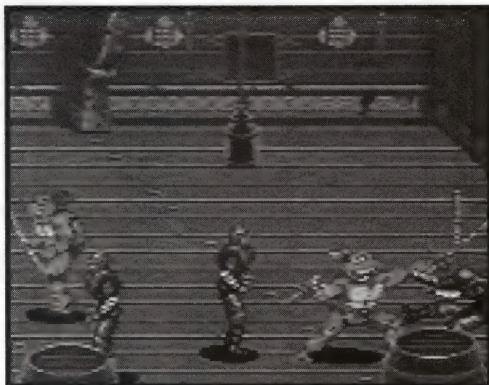
After appearing on every other major home video game system, the Heroes in a Half Shell have finally made it to the Genesis, in a game that borrows graphics from the Super NES Turtles game and borrows level design from all three of the 8-bit NES Turtles games. There are both one-player and two-player simultaneous modes available. Even with the difficulty level set to hard, the gameplay is easy, and with the option of extra lives and continues most veteran gamers will finish this game after three or four tries. It's still a blast to play, especially when playing with the help of a friend, and younger players will enjoy it thoroughly. Cowabunga!



Those pizza-scarfin' reptilian martial artists have finally made it to the Genesis.

Awesome Strategies

- ★ This is a big game, with five scenes filled with enemies and bosses. Throughout each of the stages are many of **Shredder's Foot Soldiers**. Sometimes you'll be fighting a few, while other times you'll be surrounded. The same rules always apply. If you stand in the same spot too long you'll be attacked, so keep moving. If an enemy is about to attack he will do so only in a straight line from left to right, or vice versa. As long as you take a step up or down before the enemy makes contact, you'll escape unharmed. Also avoid approaching the enemies straight on—

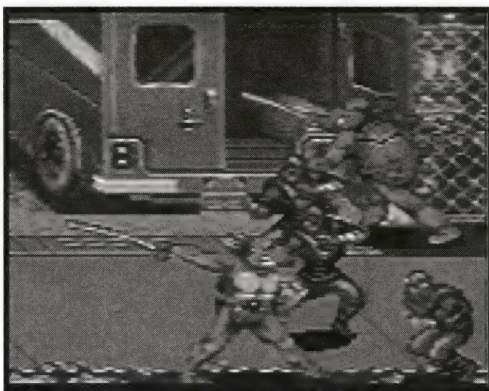


Move straight up or down to avoid being attacked by most enemies.

Teenage Mutant Ninja Turtles

always move above or below them and attack while walking up or down into them. All of the characters, including Mousers, Road Kill Rodneys, Robot Walkers, and all of the bosses, will always attack only when when you stand directly in front of them or behind them.

- ★ **Pizzas** will appear throughout many areas of each scene. Don't grab a Pizza the moment you see it. If you're playing a two-player game, press START to pause the game and check to see which player needs energy the most. The Pizza won't disappear if you leave it alone, so if you're not desperate for energy, fight the enemies first, then grab the Pizza.

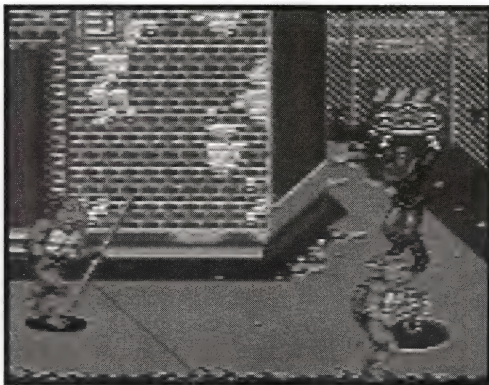


Donatello and Michelangelo make the best pair of turtles.

- ★ In a **two-player game**, choose Donatello and Michelangelo. They're the most effective fighting team. During the game, surround your enemies and knock them back and forth between you.

Scene 1: New York City

- ★ **Part 1:** The **Road Kill Rodneys** make their first appearance in this sewer stage. These robots have devastating electrical attacks and also shoot lasers at you. Use jump kicks to destroy them.
- ★ **Part 2:** Slash the fire hydrant at the start of the stage to release a torrent of water and take out Foot Soldiers with the hydrant cap. You'll come to a **manhole** with a shiny blue car next to it. There's a Foot Soldier hiding inside the manhole who will jump out and throw the cover at you.

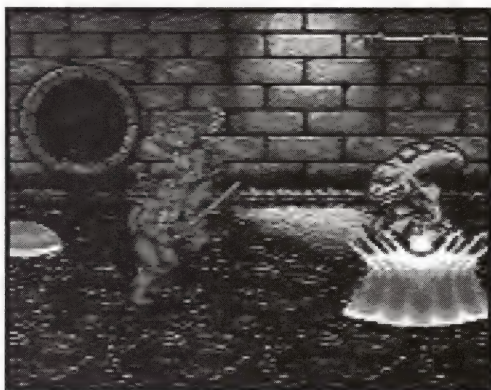


The Foot Soldier pops out of the manhole to attack.

Teenage Mutant Ninja Turtles

Jump over the cover and take out the Soldier. Past the manhole is a Pizza and another car. This car starts up and drives down the screen when you get close, so watch it. The van next to the second car has Foot Soldiers inside.

- ★ **Part 3:** Back into the sewers for the final stage. A group of gruesome **Pizza Monsters** attacks you about halfway through the stage. Watch the water to see where they're going to jump out and attack them from behind. You can also hit them with jump kicks. Leatherhead is the boss, and he follows a simple pattern. Hit him four times and he'll get on all fours and run to the other side of the screen, then start throwing knives. Avoid the knives and hit Leatherhead four more times, then dodge him again. Repeat your attack pattern until he's toast.



Watch for shadows in the water, revealing where the Pizza Monsters will appear.

Scene 2: A Mysterious Ghost Ship

- ★ **Part 1:** Grab the **question mark boxes** in the water for points and jump over the floating logs. You can either destroy or jump over the floating crates and barrels. **Flying Mousers** attack from the left side of the screen near the end of the stage.
- ★ **Part 2:** There's a **Pizza** placed under a portrait of the Shredder. The picture will fall off the wall when you get close, so don't go for the Pizza until the picture falls. Keep going to the right and barrels will drop onto the right side of the screen and roll to the left. Jump over the barrels to avoid them.
- ★ **Part 3:** Watch out for



*A work of art or a dangerous booby trap?
What do you think?*

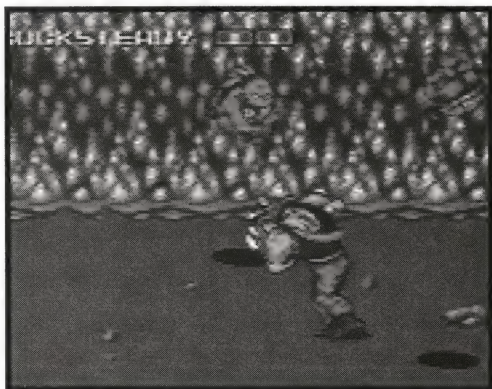
Teenage Mutant Ninja Turtles

three falling spikes in the cave roof, above the Pizza box. Watch for falling spikes in the roof. They have a dark brown color and are very hard to see, but they're there.

Rocksteady is the boss

at the end of the stage. Save the **Pizza** on the ground until you need it. Rocksteady runs back and forth across the screen and shoots his gun across the screen and into the

air. You can't hurt Rocksteady when he's running, so wait for him to stand on either side of the screen, then move up or down and hit him. He'll take three hits before running across the screen again. Don't use jump kicks to attack or he'll shoot you out of the air.



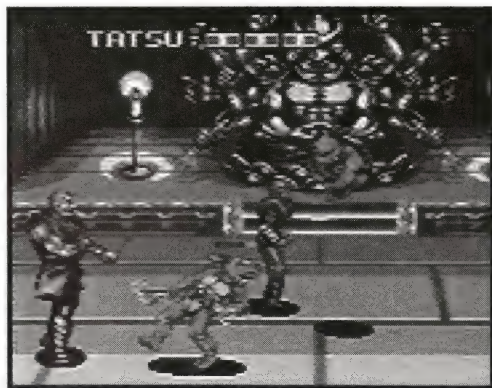
*Stay on the ground
when you attack Rocksteady.*

Scene 3: Shredder's Hideout

★ **Part 1:** The **dark pink Foot Soldiers** attack by shooting fire across the screen! Jump kick these Soldiers to avoid the flames. Several more Soldiers are hiding underneath the white tiles in the pathway. These are just like the manhole Soldiers from Scene 1, so deal with them the same way.

★ **Part 2:** There isn't anything tricky inside the hideout. Hit the **candle holders** at the start of the stage to make them fly across the screen. The three samurai statues near the end of the stage shoot electric beams down the screen. Stay between the beams as you attack the Foot Soldiers.

★ **Part 3:** **Tatsu** says that you have to defeat his Foot Soldiers before you can fight him, but he's a lying dog. You should attack him and his



*Tatsu likes to jump across the screen
and drop spears on your head.*

Teenage Mutant Ninja Turtles

Foot Soldiers at the same time. Tatsu throws spears across the screen, so attack him from above or below. Hit him three times and he'll jump to the other side of the screen, dropping spears while he jumps.

Scene 4: The Gauntlet

- ★ **The Pizza Monsters** are back, and they'll attack you throughout the first part of the stage. Watch the water and use jump kicks to nail them in the air. **Leatherhead** makes a return appearance after the Pizza Monsters, and he uses the same attack pattern as he did before. Remember that he runs across the screen after you hit him four times. **Rocksteady** attacks you right after you beat Leatherhead, and he also uses the same attack pattern. Defeat Leatherhead and you get to fight Tatsu again. Beat him and you finally get to fight a new boss: **Baxter Stockman**. Keep jump kicking Stockman and the Mousers that he drops to the ground for an easy victory.



Stockman's a brilliant scientist, but also one of the wimpiest bosses in videogame history.

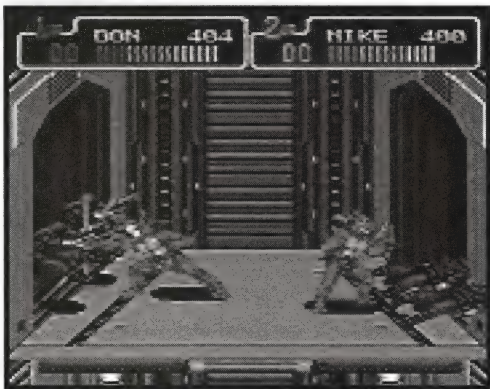
Scene 5: The Final Shell Shock

- ★ **Part 1: The Mousers** break out of the glass to attack you. They're small, but deadly. Remember to shake them off if they latch onto your arm. Past the Mousers, you'll find a teleporter that brings new Foot Soldiers onto the screen. Inside the floor to the right of the teleporter are several sprayers. Avoid the sprayers or you'll be frozen solid. Stay at the bottom of the screen to avoid most of the sprayers. You can also destroy the sprayers by hitting them. **Krang** is the boss waiting for you at the end of the stage. Stay on the ground and keep hitting him rapidly. He'll counter-attack by shooting missiles and trying to kick you, but it's very easy to dodge the missiles *and* the kick attack. When Krang's nearly out of energy, he starts spitting bombs into the air. Keep walking as the bombs are falling and they (probably) won't hit you.
- ★ **Part 2:** This stage is one long elevator ride. If you're playing in two-

Teenage Mutant Ninja Turtles

player mode, there's an excellent technique to use. As the elevator stops at a floor, each Turtle should stand in front of one of the doors, just behind the dark line on the elevator floor, and attack the Foot Soldiers and other enemies as they come out. If you use the technique right, most of your enemies will never get any farther than the door before you defeat them.

- ★ **Part 3:** Shredder uses his powers to transform into **Super Shredder**. He can move very quickly, while teleporting from one side of the screen to the other instantly. He attacks almost randomly, but he does attack with three predictable weapons: a blue ice ray, a red fire ray, and a green "mutation" ray that turns you back into a regular turtle (which means you instantly lose a life). Stay one step above or below Shredder and wait for him to shoot, then quickly look at the color of the flames around him. If it's blue or green, move up and attack Shredder. If it's red, don't attack or you'll get some seriously scorched toes. Try attacking from behind for even better results. Whatever you do, don't get pinned on the side of the screen or you'll really get wiped out. Take your time and keep attacking until Shredder falls off the ledge. You'll get a decent ending sequence for your efforts.



Have each turtle guard one side of the elevator.



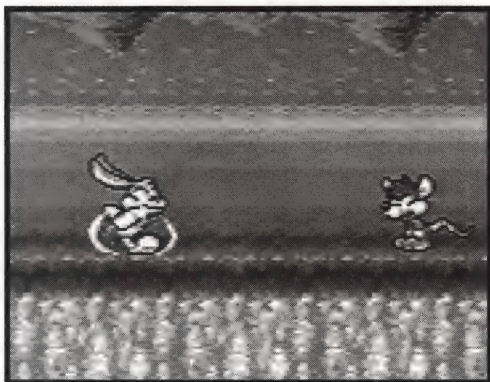
Shredder has a quick and random attack. Watch the color of the flames around him.

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

BY KONAMI

Introduction

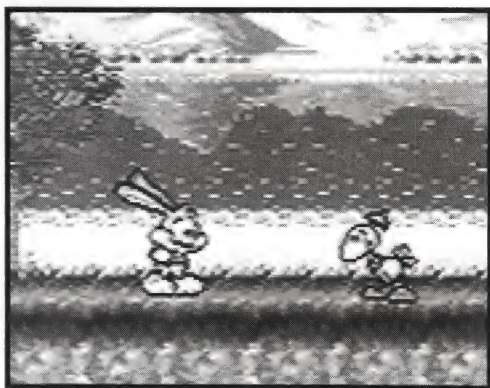
Everyone loves the adorable Tiny Toons, and this game serves up a healthy dose of cartoon fun. It's like watching seven episodes of Tiny Toon Adventures back-to-back, because each of the seven stages in the game looks completely different from the others. The game-play is a lot like Super Mario Bros., with plenty of running, jumping, and hidden items. You owe it to yourself to "Toon" in this game!



*Tiny Toon Adventures looks like a cartoon,
but plays like Super Mario Bros.*

Awesome Strategies

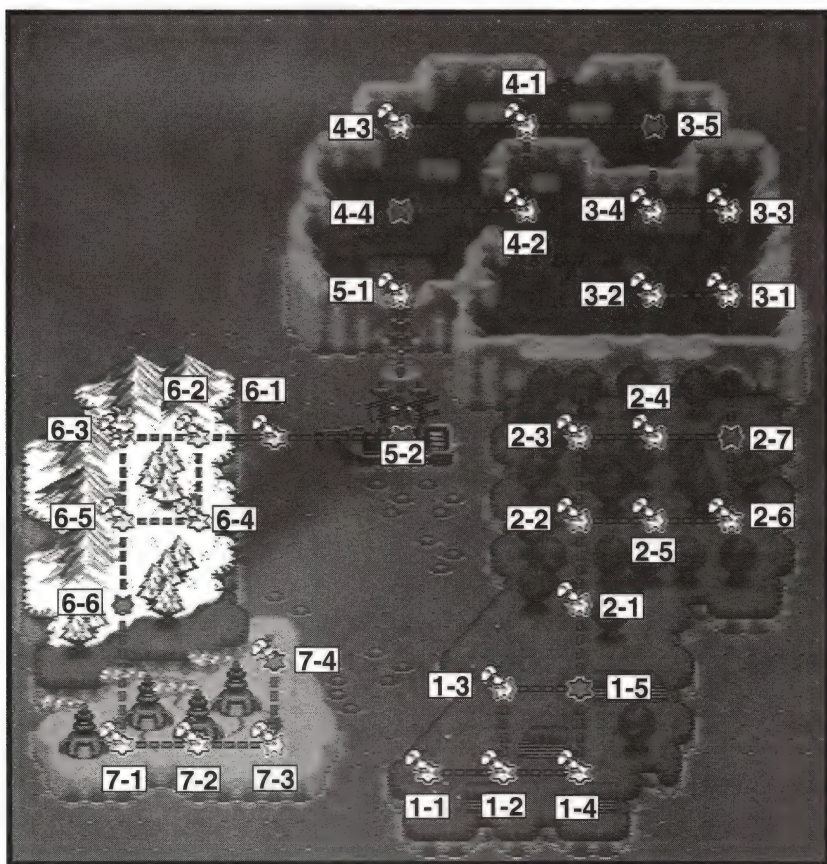
- ★ Tiny Toon Adventures is filled with **hidden items**, so that's what this chapter concentrates on. We'll tell you where to find all of the hidden 1-Ups (and some of the other, less important items) in each stage of the game.
- ★ You can play through the same stage over and over again to **build up extra lives**. There are several stage with two 1-Ups (and a stage near the end of the game with three 1-Ups).
- ★ When you find **Gogo Dodo**, don't always touch him right away. Jump over him and see if you can't find a 1-Up or other handy item.
- ★ There are **three super-**



*Just because you find Gogo Dodo doesn't mean
you're done with a stage. Keep exploring.*

Tiny Toon Adventures

secret bonus rounds in Tiny Toon Adventures—so secret that they don't even mention them in the manual. These bonus rounds are entered by finding (and touching) a circular rainbow symbol. We call this a Wackyland symbol. There's one Wackyland symbol in each stage.



Overworld Map with levels numbered.

Stage 1: The Plains

- ★ **STAGE 1-1 (1 EXIT):** Search high and low in this stage to find all of the Carrots. There's **no time limit**, so take your time and explore everywhere.
- ★ Sink into the **muddy waterfall** (Buster won't drown) and run left into a hidden room with a **1-Up**, then go right to find some Carrots and a spring which bounces you back above ground.

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★ STAGE 1-2 (2 EXITS):

Exit #1 (Leads to Stage 1-3): Go right from the start of the stage until you find a tiny ledge in the air, with a black bird flying near it. Jump onto the ledge, then jump down and left to land next to a tunnel. Follow the tunnel to the left and use the platforms to jump over the spikes. Gogo Dodo is at the end of the tunnel.



Follow the tunnel left to find the first exit.

★ **Exit #2** (Leads to Stage 1-4):

This exit is on the far right side of the stage, past a pack of three mice. Bounce off the mice and touch Gogo Dodo to open a path to Stage 1-4.

★ When you're playing through this stage to find **Exit #2**, go back to the tunnel entrance, but instead of entering the tunnel, drop down into the muddy waterfall. Jump onto the ledge above the mud, then jump left into a hidden tunnel. Walk left and take the **Heart**.

★ **STAGE 1-3 (1 EXIT):** Use the **spring switches** to give yourself a running boost and fly into the air to get Carrots.

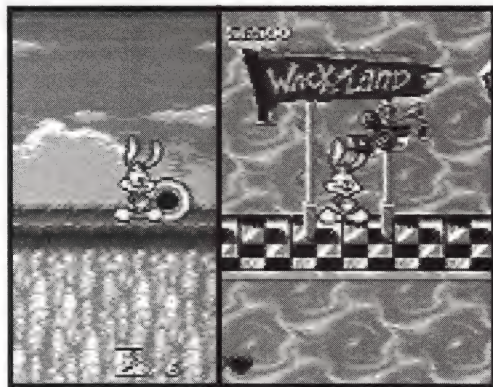
★ Run over the **log bridge**, because it collapses after you touch it.

★ Gogo Dodo's at the top of a hill on the far right side of the stage, but don't touch him right away. Drop back down to the ground and walk right to find more **Carrots and a Bell**.

★ **STAGE 1-4 (1 EXIT):**

There's a huge network of **underground tunnels** in this stage. Explore them thoroughly to find Carrots and other items, including a **1-Up**. If you can't find the 1-Up right away, backtrack to the left and then walk along the ground until you find the tunnel leading to it.

★ Just like Stage 1-3, Gogo's at the top of a hill on the far right side of the stage,



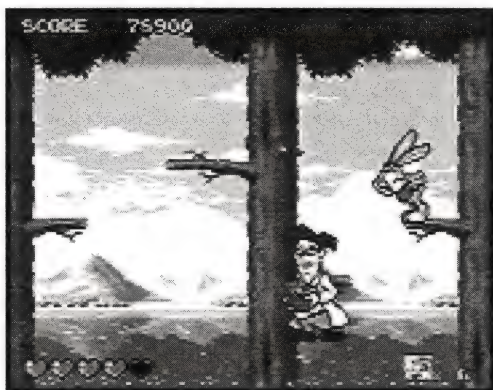
Touch the Wackyland symbol to enter a hidden bonus round.

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and just like Stage 1-3, you shouldn't touch him right away. Drop back down the ground and go right past the rats until you find a strange rainbow symbol. This is an entrance to a **top-secret bonus round in Wackyland**—so secret that it isn't even mentioned in the instruction manual! There's one of these secret entrances in each stage. Touch the symbol to enter the bonus round.

- ★ In this **bonus round**, you slide down white ropes and grab Carrots. We recommend you slide down the ropes on the far right side of the round so that you find the **1-Up**. When you finish the bonus round, you'll reappear in Stage 1-4. Jump up to Godo and touch him.

- ★ **STAGE 1-5 (1 EXIT): Dr. Splicer** makes his first appearance in this stage, controlling Dizzy Devil with a remote-controlled helmet. Jump on Dr. Splicer's head five times to blow up the remote and rescue Dizzy. Dr. Splicer and Dizzy both move slowly, so it's easy to avoid Dizzy's attack and jump onto Dr. Splicer's head. The best place to stand is on the highest branch on the screen. Wait for Dr. Splicer to jump to the branch below him, then smack his head.



Stand on the highest branch and drop down onto Dr. Splicer's head.

Stage 2: Fungusamungus Forest

- ★ **STAGE 2-1 (1 EXIT):** This huge stage has only one hidden item and what seems like a million Carrots in the trees, so climb up there and grab 'em all.
- ★ Look for an area with **two bears** walking around at the bottom of a high cliff wall. Jump onto the bears, then climb up the tree next to the wall. Jump onto the tomato-throwing bird, then jump right from the bird's branch into a **hidden tunnel**. Go right to find a **Bell**.
- ★ **STAGE 2-2 (2 EXITS): Exit #1** (Leads to Stage 2-3): Go right from the start of the stage and stay near the bottom of the trees until you find a tunnel entrance in a cliff wall. Jump into the tunnel and go to the right, over the spikes and circling platforms, to find Godo Dogo.
- ★ **Exit #2** (Leads to Stage 2-5): This exit is at the far right side of the

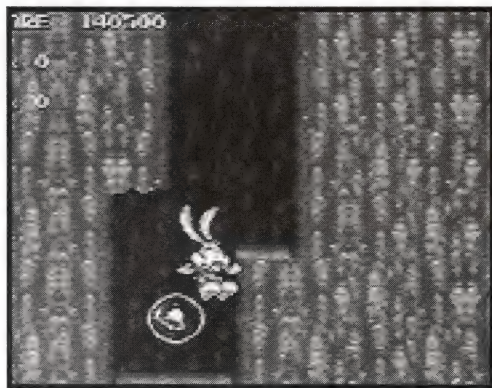
Tiny Toon Adventures

stage, past some swinging pendulums. You'll be seeing these pendulums more in the upcoming stages.

- ★ **STAGE 2-3 (1 EXIT):** Play through the stage until you reach the Carrots that spell out the word **TINY**. Grab them all and walk right to the trees. Climb up the tree next to the cliff and jump onto the bird, then jump to the right from the bird's branch into a **hidden tunnel** with a **Heart**. Leave the tunnel and jump up the tree to the top of the cliff.
- ★ Move right to the end of the cliff (with the can in the ground), then drop off the cliff and steer left to land in a hidden tunnel. Walk left to collect a **1-Up and a Bell**, then continue left and drop onto the **Wackyland symbol**.
- ★ In the **bonus round**, swim to the right and collect the Carrots while avoiding the Gogo Dodos. Make it all the way to the far right side of the bonus round to find a **1-Up and a Bell**.
- ★ **After finishing the bonus round**, go right to the tunnel entrance, then jump across (using the platforms) to the tunnel on the right. Gogo Dodo is at the end of the tunnel.
- ★ **STAGE 2-4 (1 EXIT):** There aren't any 1-Ups or hidden goodies in this complex stage, so there's really not much to say about it. The path to Gogo isn't all that obvious, but just keep track of where you've been so that you don't go in circles.
- ★ **STAGE 2-5 (1 EXIT):** From the start of the stage, walk right and jump onto the bear, then walk off the ledge and steer left to land in a hidden tunnel. Go left and



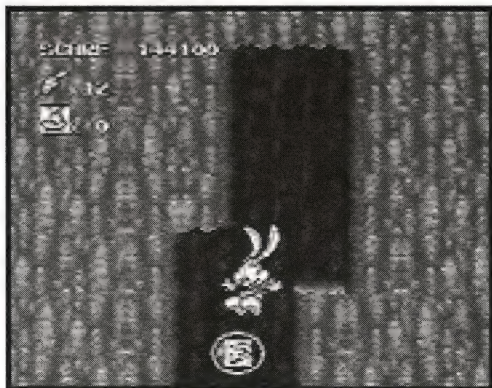
Drop off the cliff and steer left to land in a hidden tunnel with a Wackyland symbol.



There's a hidden Bell near the start of Stage 2-5.

Tiny Toon Adventures

take the Bell, then go right and drop out of the tunnel. Walk right and bop the bears, and continue going right until you reach the end of the ledge. Drop off the ledge and fall down into the water. Walk left and grab the Carrots, then jump onto the tree stump to the far left. Jump left into the wall to enter a hidden tunnel with a **1-Up** for the taking!

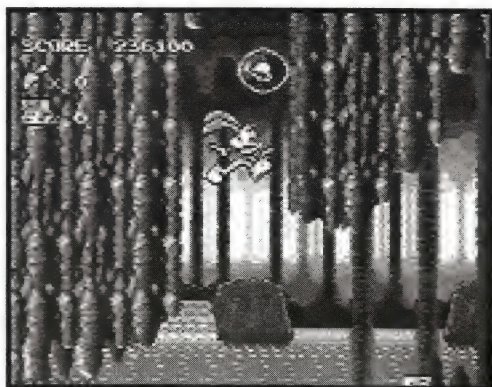


Hidden 1-Ups like the one in Stage 2-5 are plentiful in this game.

- ★ There's another **hidden tunnel** later on in the stage, next to the two bears below the rotating platforms. Jump onto one of the platforms, then jump right into the wall and steer right to land in the tunnel. Take the **Heart** inside.
- ★ **STAGE 2-6 (1 EXIT):** This stage is a lot like 2-4: very big and very boring, with no hidden items and nothing particularly dangerous. Finish it and move on to bigger and better stages.
- ★ **STAGE 2-7 (1 EXIT):** Keep jumping to stay on the highest Acme box and jump on **Dr. Splicer's** head when he peeks out of one of the boxes. Calamity Coyote will throw bombs in your direction, but they won't hit you as long as you keep jumping from crate to crate.

Stage 3: Deepdark Caverns

- ★ **STAGE 3-1 (2 EXITS):** From the start of the stage, go left and jump onto the frog, then super-jump to grab the Bell.
- ★ When you reach the **spike wall**, drop down and run quickly to the left: the wall starts sliding after you move past it. Jump onto the frog, then drop down and jump onto the bat. Jump right into the wall and steer

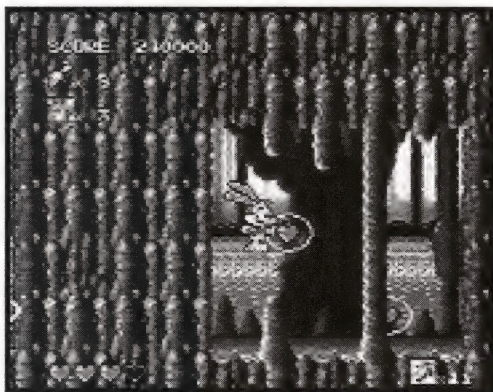


Use the super jump to grab the Bell at the beginning of Stage 3-1.

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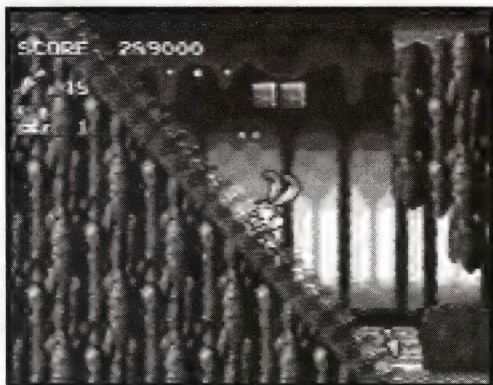
right to land in a **hidden tunnel**. Walk right to collect **Carrots** and a **Special Helper marker**.

- ★ Later in the Stage, after you collect the Diamond, go right and down the tunnel until you bump into a mouse. Jump up and left and use the super-jump to grab a **1-Up** in the ceiling. Now go right and up to the **Heart**, then continue up and left. Run past the boulders to the half-pipe with the rolling boulder inside. Wait for the floating platform and jump onto it, then jump up the floating platforms to the ledge on the right. Go right and crawl through the narrow tunnel. Jump right across the gap. From here, you can go to either of the exits.



Two hidden tunnels lead the way to the first exit in Stage 3-1.

- ★ **Exit #1** (Leads to Stage 3-2): Walk left and fall off the ledge. Steer right to land next to a weird creature. Jump right and into a **hidden tunnel**. Grab the **Hearts** and jump right into the wall to find *another hidden tunnel*. Go right from here to find Gogo.
- ★ **Exit #2** (Leads to Stage 3-3): Walk right and keep jumping across the gaps until you find Gogo.
- ★ **STAGE 3-2 (1 EXIT)**: This stage splits into **two paths** at the waterfall. Ride down and right on the waterfall, then keep going right until you find a **Heart**. From the Heart, go left and up the hill, then jump up and right onto the ledge. Jump right into the wall to enter a **hidden tunnel** and walk right to take the **Bell**.
- ★ **STAGE 3-3 (1 EXIT)**: The waterfall in this stage flows left and right. Follow the left stream and go left to find a room full of bats and frogs. Walk left and jump onto the

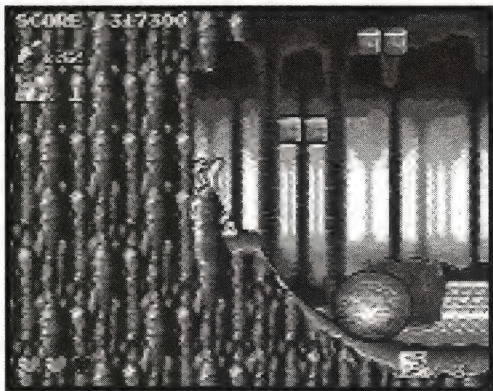


Go down on the waterfall to reach a Heart and a hidden tunnel.

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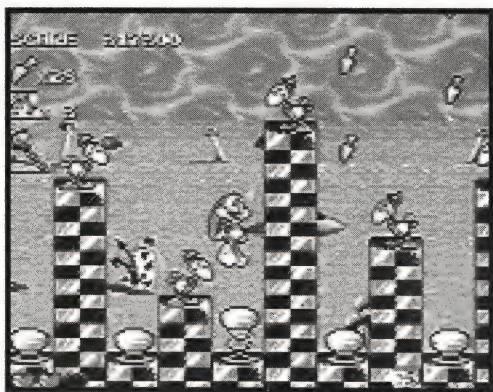
frogs, then jump left into the wall to enter a hidden tunnel. Walk left to find **two Hearts and a 1-Up**. leave the tunnel and go back to where the water-fall splits in both directions. Follow the right stream and go right.

- ★ You'll eventually walk onto a ledge that starts moving upward. Jump and hit the bats that attack you, then jump off the ledge before it crushes you into the ceiling. Follow the tunnel to the left until you reach some gray platforms. Drop down the platforms to a half-pipe with a rolling boulder inside. Walk left and jump left into the wall to enter a **hidden tunnel**. The tunnel leads to a **Wackyland symbol**.



There's a hidden tunnel on the left side of the half-pipe.

- ★ In the **bonus round**, bounce right on the springs while avoiding the Gogo Dodos. You'll eventually find several 1-Ups in the air.



Stage 3's bonus round is filled with springs, carrots, and 1-Ups.

- ★ **STAGE 3-4 (1 EXIT):** From the start of the stage, swim right to find Carrots that spell out the word **TOON**. Take them all, then swim right and jump onto the ledge. Jump onto the alligator then walk right into the water. Swim all the way to the right, then drop straight down to find a **1-Up**.
- ★ After you swim up through a group of **spiked balls**, swim up and right to find a ledge and some platforms above the water. Jump up the platforms and you'll find a Bell at the top.
- ★ **STAGE 3-5 (1 EXIT):** Stay on the far right side of the screen and **Plucky Duck** won't be able to hit you with his hammer. When Plucky smashes the ground, stalactites fall from the top of the screen and **Dr. Splicer** dives toward the ground. Avoid the stalactites and jump onto

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Dr. Splicer's head to cause damage. As usual, it takes five hits to win the battle.

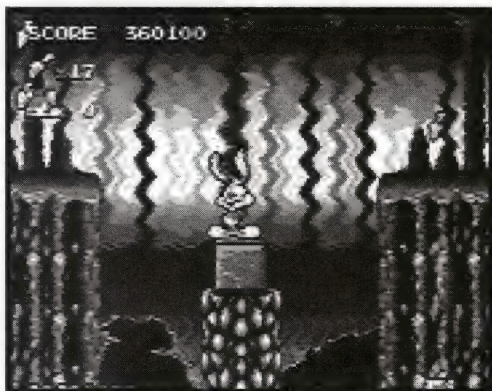
Stage 4: Deepdark Lava Caves

- ★ **STAGE 4-1 (2 EXITS):** After you jump across the lava pool on the yellow bricks, walk left and crawl through the narrow tunnel. Continue going left to the brick in the lava. Jump onto the brick and wait for the brick to shoot up-ward. When the brick goes into the air, you can jump left or right. If you jump left, skip to Exit #1 below; if you jump right, skip to Exit #2.

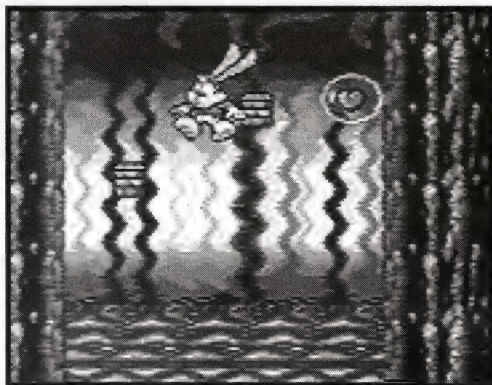
- ★ **Exit #1** (Leads to Stage 4-2): Wait for a lava brick to fly into the air, then jump onto the brick and jump left to the ledge. Walk left and crawl through the narrow tunnel. Keep going left to find Gogo.

- ★ **Exit #2** (Leads to Stage 4-3): Go right and up the hill, then use a super-jump to get the Heart in the ceiling. Continue heading right and jump over the gaps by using the yellow bricks. After you clear the second gap, go right and up the hill, then use a super-jump to take another **Heart** hidden in the ceiling. Go right to the yellow brick. Use the super-jump to leap straight up from here to reach a **1-Up**. From here, head to the right to find Gogo.

- ★ **STAGE 4-2 (1 EXIT):** This is a very short stage with a major test of your jumping ability: you have to jump up the brick platforms before the lava flow catches up to you. You can afford to fall once or twice and still



Go left or right from this brick to find Stage 4-1's two exits.



Stage 4-2 is a heart-pounding race against a lava flow.

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stay ahead of the lava, but any more than that and you're doomed.

★ **STAGE 4-3 (1 EXIT):**

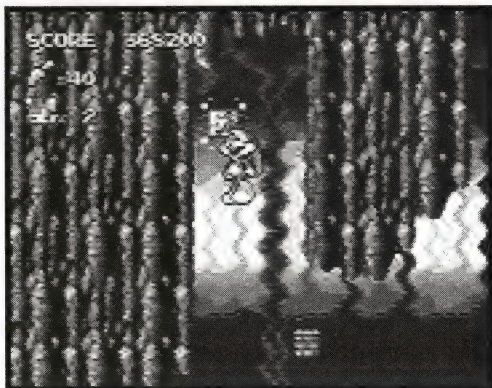
Keep checking the roof for hidden items (Hearts, Bells, 1-Ups) that you can collect by using your super-jump.

★ Play through the stage until you reach the rotating platforms above the lava, with three Carrots on the right side of the platforms. Jump over the

Carrots, then jump right into the wall to enter a **hidden tunnel**. Walk right and touch the **Wackyland symbol** to enter the swimming bonus round.

★ Once you complete the bonus round, go left and ride up the platforms, then walk right and up the hill. Use a super-jump to collect the **1-Up** stashed away in the ceiling. Walk right and slightly up the next hill, then super-jump up to the yellow brick. Jump up and right to the second brick, then super-jump to **another 1-Up!**

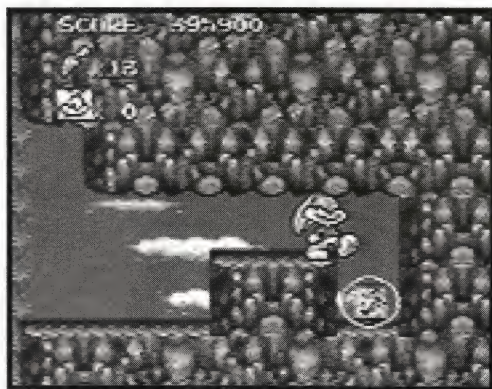
★ **STAGE 4-4 (1 EXIT):** Too easy! Just pounce on **Dr. Splicer's** head five times and you win.



Two 1-Ups are placed close to each other in Stage 4-3.

Stage 5: Waterfall and Shipwreck

★ **STAGE 5-1 (1 EXIT):** The big waterfall in this stage has three items worth finding. Jump left across the ledges at the top of the waterfall to find a **Wackyland symbol**. (It leads to the spring bonus round.) Keep dropping down the far right side of the waterfall to find a tunnel with a **1-Up** inside. At the bottom of the waterfall, swim down and left to find **another 1-Up**.



Search the right side of the waterfall in Stage 5-1 to find a 1-Up.

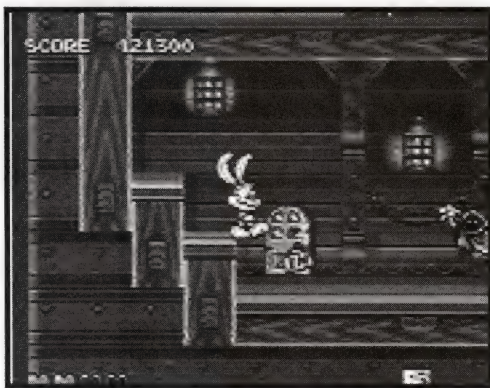
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- ★ **STAGE 5-2 (1 EXIT):** From the start of the Stage, walk right and drop into the hole, then walk right and jump up through the next hole. Go to the right and push the barrel to the left, then jump off the barrel to the mast. Get a running start and jump left to the next mast. Keep jumping up the masts until you reach the **1-Up** at the very top of the mast on the right. Drop back down the ship and walk left into the hole.



Jump up the masts on the ship to find a hard-to-reach 1-Up.

- ★ Walk left and wait for the spikes to retract into the floor, then drop into the hole and walk left to drop off the ledge. Steer right as you fall to enter a hidden tunnel. Walk right in the tunnel to collect a **Diamond**. Super-jump back up to the ledge and walk right, then crawl through the narrow tunnel. Keep going right until you drop off the ledge. Jump off the knights and go left to grab a Bell, then go back to the right. Jump up to the ledge, walk left, then jump up to the higher ledge with the two knights. Walk right and jump up through the hole.
- ★ Jump up and over the mast and go to the right until you find another hole. Drop through and run left onto the collapsing blocks. Fall down with the blocks to the next ledge and go to the right. Super-jump up and right to the ledge with the frog. Go right from here and follow the ledges to another hole in the ship. Jump up and through the hole.
- ★ Go right to the next hole and drop into it. Now drop down twice onto the top of the wall and walk left to fall off the wall. Move left and drop off the ledge, then run to the left past all of the collapsing ledges and drop past



Run down the tunnel at the bottom of the ship to find the IN door.

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the spikes. Keep running left until you reach the **door marked IN**.

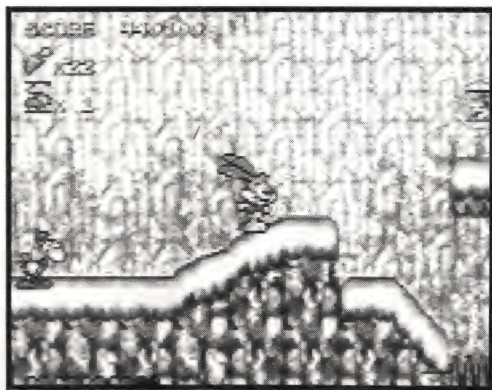
- ★ Walk to the right to find the lost treasure and cause **Montana Max** to attack. Stay next to the treasure chest and wait for Montana to attack by popping through the bottom of the ship and throwing octopuses at you. Jump on his head to hurt him, and jump on the octopuses to get rid of them. Hit Montana on the head five times to beat him.



Stay close to the treasure chest and jump onto Montana Max's head.

Stage 6: Underground Sea and Radar Range

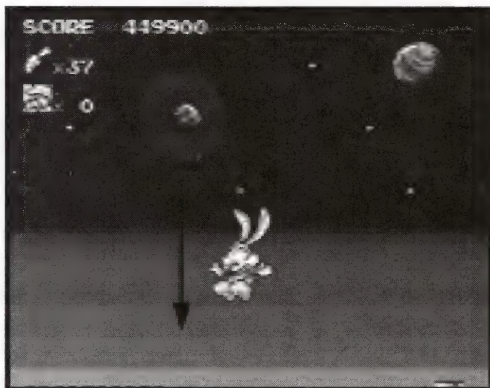
- ★ **STAGE 6-1 (1 EXIT):** This small stage is nothing more than a swimming exercise. Paddle up and right to find a ledge above the water, then go to the right past the swinging spike balls to find Gogo.
- ★ **STAGE 6-2 (2 EXITS):** Look for two cloud platforms near the beginning of the stage. Use the platform on the left to jump up to a Bell, then use the platform on the right to jump up and across to even more cloud platforms that lead to the right. Keep going right until you reach a ledge. Drop onto the ledge if you want to head for Exit #1. Otherwise, keep jumping along the cloud ledges to reach Gogo Dodo and Exit #2 (which leads to Stage 6-4).
- ★ **Exit #1** (Leads to Stage 6-3): Drop onto the ledge and walk right to grab all the Carrots. Drop off the right side of the ledge, then walk left to find a **1-Up** surrounded by snowmen. Now go right until you find Gogo. Jump over Gogo to find a **1-Up**, then go back and touch him to finish.
- ★ **STAGE 6-3 (1 EXIT):** Use



Jump over Gogo Dodo in Stage 6-2 to find a 1-Up.

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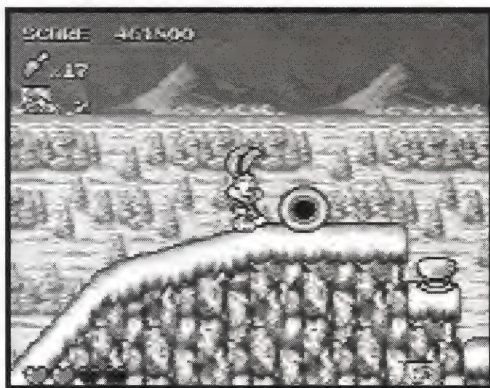
the spring to jump into the cannon and you'll be shot high into the air, flying past a **1-Up** and a Bell. When you start falling, steer left so that you're directly underneath the small blue planet in the background, and fall straight down to catch the **1-Up** as you fall. Steer right underneath the other blue planet to catch the **Bell**. The **cannon** only works once, so don't miss because you don't get another chance.



Steer underneath the blue planet to catch the 1-Up in the air.

★ **STAGE 6-4 (1 EXIT):** There's a cannon in this stage that works exactly like the one in Stage 6-3.

★ When you reach the waterfall, you can continue going right or sink into the falls to find a hidden tunnel. The tunnel leads to the right, and you can collect a **Bell** along the way. We suggest you stay above ground and jump over the waterfall: you'll find a **Wackyland symbol** and another **cannon** by staying on this path.



Jump over the waterfall and keep going right to find a Wackyland symbol.

★ Go past the waterfall and crawl through two narrow tunnels. Jump onto the hill at the end of the second tunnel and walk up and left to the **Wackyland symbol**. (This symbol leads to the rope-sliding bonus round.)

★ **STAGE 6-5 (1 EXIT):** The jumps at the beginning of the stage are *very* tricky. If you can make it past them, you'll find a **1-Up** about halfway through the stage. Expect to lose quite a few lives here.

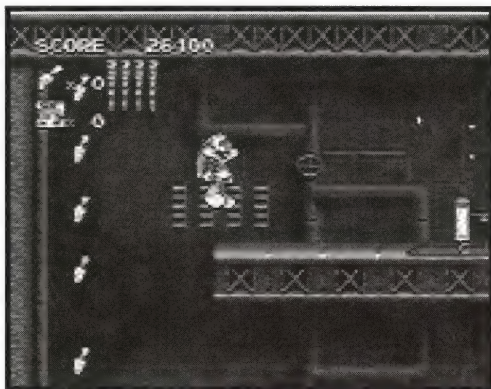
★ **STAGE 6-6 (1 EXIT):** Jump onto the ice block in the air, then bounce onto **Dr. Splicer's** head as he flies back and forth. Hamton's vacuum is powerful, but it's easy to stay away from him.

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Stage 7: Excavation Factory

★ **STAGE 7-1 (1 EXIT):** Jump onto the robot at the start of the Stage and then jump onto his head to float upward. Jump from the head onto the floating platform, then super-jump up and through the roof into a hidden room with a **1-Up**. Take the 1-Up and drop back down to the floor. Walk right and jump up the stairs, then jump onto the floating platform. Jump up and left onto another platform, then jump up onto the next set of stairs.

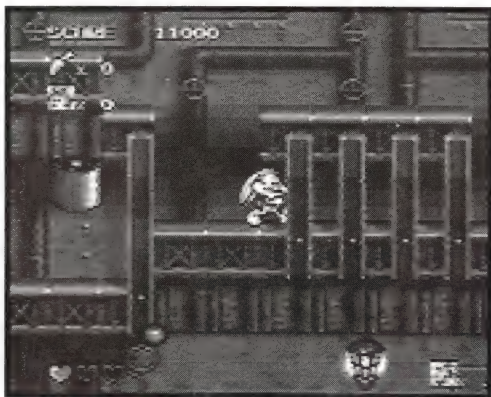
★ When you reach the **spring switch**, push the switch from the right to fly across the gap. You'll slam into a rake on the right side of the gap. Walk right to the end of the ledge. Fall off the ledge and steer left to avoid the spikes in the floor below. Now run left and jump over the two springs. If you hit them, they'll bounce you into spikes on the ceiling.



Jump over the springs or you'll be bounced into the spikes. Ouch!

Jump left again over two more springs.

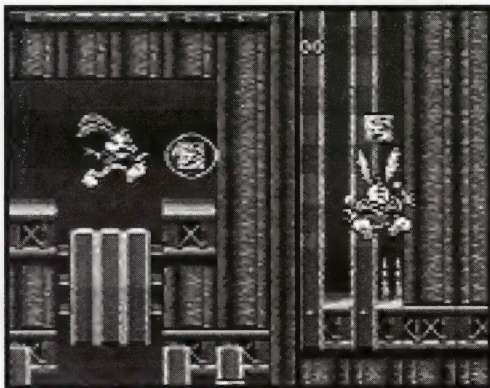
★ **STAGE 7-2 (1 EXIT):** Jump onto the floating platform, then jump up and left onto the small ledge and up and right onto the big ledge. Keep moving upward, then go right until a robot (the same robot as the one at the beginning of Stage 7-1) starts following you. Walk right and drop off the ledge, then go right to the blue smashers. Instead of dropping into the smashers' tunnel, go right and jump onto the ledge, then jump right into the wall to land in a hidden tunnel. Collect the **1-Up, Bell, and Heart**, then move against the right wall. Jump right into the wall to land in another tunnel.



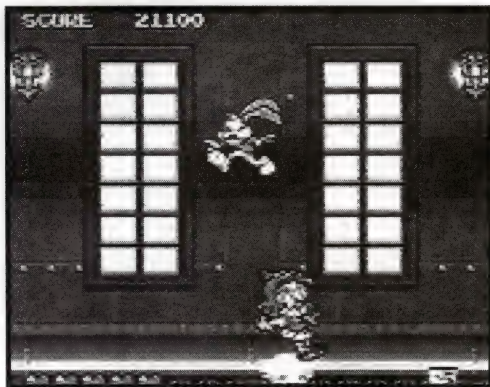
Go right from the blue smashers to find a hidden room with three items inside.

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- ★ Go right and drop down the ledges until you reach more blue smashers. Jump onto the ledge to the left of the smashers, then jump left into the wall to land in a hidden tunnel. Walk left and touch the **Wackyland symbol**. (You'll play the swimming bonus round.) When you finish the bonus round, walk right and go through the tunnel. Walk past the blue smashers to find Gogo Dodo.
- ★ **STAGE 7-3 (1 EXIT):** From the start of the stage, run all the way to the right, then super-jump through the space and take the **1-Up**. Drop back down to the floor and walk left to the next hole. Super-jump through the hole, then jump to the ledge on the left and run left three spaces. Super-jump through the space and crawl left through the narrow tunnel. Super-jump through the space and walk right. Jump over to the **1-Up** and let the spikes kill you. Now repeat the process over and over to **build your lives**.
- ★ When you have all the lives you want, take this path to the next part of the stage. From the start, run all the way to the right, super-jump through the space and take the **1-Up**. Drop back down to the floor and walk left to the next hole. Super-jump through the hole, then jump to the ledge on the left and run left three spaces. Super-jump through the space, then jump right to the narrow tunnel. Crawl through the tunnel and super-jump through the space. Go through the **IN door on the right**. Now play through the rest of the stage.
- ★ **STAGE 7-4:** The first half of the stage is a **race against Elmyra**. The



Build up your lives in Stage 7-3 to prepare for the nasty final battle with Max.



Jump over Elmyra to make her confused and slow her down.

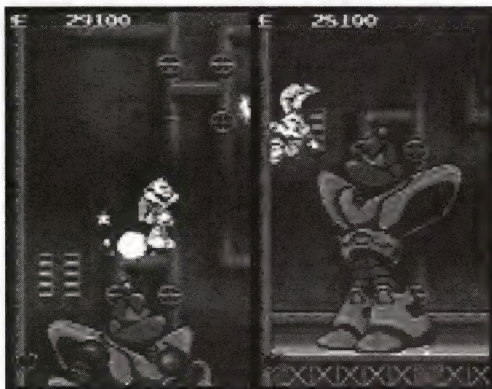
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trick to winning the race is to slow Elmyra down a few times. First, jump over Elmyra to the left. She'll stop and start running to the left. Jump over her again and start running to the right. She'll turn around again, but she'll have lost all her running speed. Don't use this jumping trick *too* much or you'll lose your own running speed and be caught.

- ★ After you leave Elmyra in the dust, **Montana Max** attacks you with a huge robot. Wait for the robot to fire three lasers, then super-jump off the wall and hit the robot in the head to make it collapse. Run to the other side of the room and the robot will start rebuilding itself right next to you. Wait until both of the robot's legs fly over to you, then super-jump off the wall and hit the robot in the head again. Keep repeating this attack pattern. After five hits, the head blows open to reveal Max; after ten hits, the robot is destroyed and you win the game.



*This picture is what you don't want to see:
Elmyra giving Buster a fatal bear hug.*



*Super-jump off the wall and hit the robot
in the head to cause damage.*

Awesome Secrets!

- ★ **PASSWORD:** Use this password to start at the beginning of Stage 7 (you don't get any passwords after Stage 6-6): TDQW QQWQ QKWQ QQQW WGRY.

WONDER DOG (CD)

BY JVC

Introduction

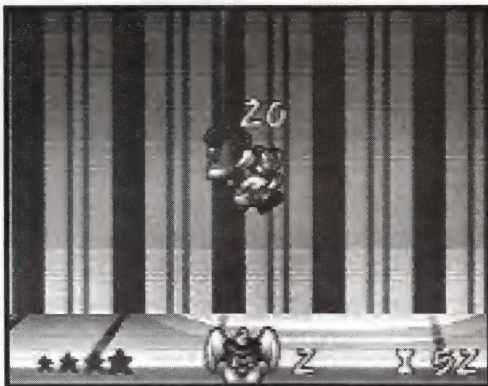
Wonder Dog is the Sega CD equivalent of Sonic the Hedgehog, at least until CD Sonic comes out. He's a super-powered canine with the ability to run, jump, and shoot magical Stars at his enemies. There are nine different levels and 20 different zones: each level has fantastic graphics and its own CD soundtrack. There are also hundreds of hidden areas to be found, filled with bonus points and extra lives. And, of course, Wonder Dog has a great opening animation. Wonder Dog is easily the best CD platform game available.



Wonder Dog is absolutely jam-packed with hidden areas and 1-Ups.

Awesome Strategies

- ★ Walk on every inch of every platform to find the **hidden areas**. You don't need to visit *all* of them, since most of the hidden areas only have **diamonds** (for points). The hidden areas with the **1-Ups** are the ones you want to find.
- ★ Some levels have a **top-secret bonus** area where you run through a circus tent and try to ring all of the bells hanging from the top of the tent before time runs out. (It's *very* weird.) We reveal the locations of these top-secret tents in the strategies below.



Some levels have these top-secret circus tents. Run and ring the bells.

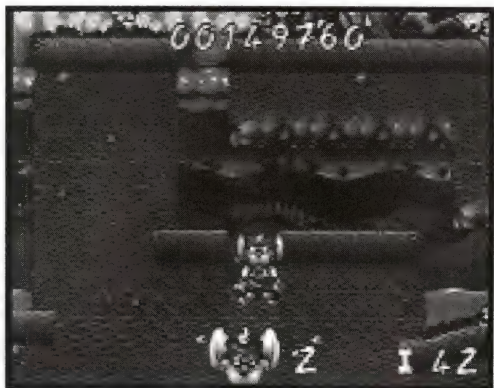
Wonder Dog (CD)

Bunny Hop Meadow (3 Zones)

- ★ **ZONE 1:** When you touch the first Restart Flag and walk to the right, the **wall in your way collapses** into the ground. Some of the walls in future Zones do the same thing, so if there's ever a wall in your way, try walking into it. It may collapse and allow you to pass.
- ★ Look for a **gray patch of ground** to the right of the Restart Flag and use the **Spin Dig** to burrow through the ground. You'll be doing a lot more Spin Digging in future Zones.
- ★ **ZONE 2:** Jump into the dark green patches of leaves at the tops of the trees in Zones 2 and 3 to enter **hidden areas**.
- ★ There's a wall about halfway through the Zone that you can't jump over or walk under. Get a running start and **slide under the wall**. If you don't slide all the way to the other side, Wonder Dog will run back to the left and you'll have to try again.
- ★ **The Smiley** is at the top of the high tree to the left of the first Restart Flag in the Zone. Walk underneath the Bone to the left of the Smiley, then jump straight up to land on an invisible platform. Jump up again to take the Bone, then walk right and take the Smiley. After that, jump right into the dark green leaves to enter a **hidden area with a 1-Up**.
- ★ To find the **hidden entrance to the Underground**, walk right from the first Restart Flag to the gray patch of ground. Spin Dig through the patch, then walk right until the ground shifts to the left. Walk left and Spin Dig through the sec-



Jump into the dark green leaves at the top of the trees to enter hidden areas.

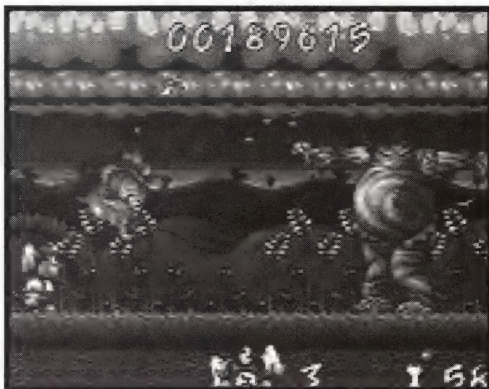


Dig through the gray patches of ground after the Restart Flag to enter the Underground.

Wonder Dog (CD)

ond patch to enter the Underground.

- ★ If you skip the Underground and play through the rest of the Zone, you'll find some Diamonds, some Bones, and a **scarecrow boss** who yanks off his head and throws it at you. Stay on the left side of the screen and shoot Stars at the scarecrow's body while avoiding the bouncing head.



The scarecrow boss loses his head over you. Watch out!

- ★ **ZONE 3:** There's a huge tree near the beginning of the Zone with a **tunnel** on the left side. There's a wall in the tunnel that keeps you from sliding inside. Climb to the bottom of the tree and the wall collapses. Jump back up to the tunnel and slide inside, then walk left to the end of the tunnel and walk back to the right. The wall moves back to reveal a gray patch. **Spin Dig** into the gray patch to enter the top-secret "circus tent" area.
- ★ **Inside the secret circus tent**, run to the right and jump to ring all of the bells. If you reach the woman on the right side of the tent before time runs out, and you've rung *all* of the bells, she'll be holding a **1-Up**. If you missed even one bell, there won't be a 1-Up.
- ★ After you finish the tent, walk right and slide out of the tunnel, then jump to the top of the tree. Jump right onto the platform, then walk right to the platforms against the dirt wall. Jump up onto the highest platform to enter a **hidden area**. In the hidden area, get a running start to the right and jump across to a **1-Up**.
- ★ After you touch the first Restart Flag, jump right onto the tree, then drop down to the ground. There's a **1-Up** next to the tree (and the spikes).
- ★ **The bosses are two rats**



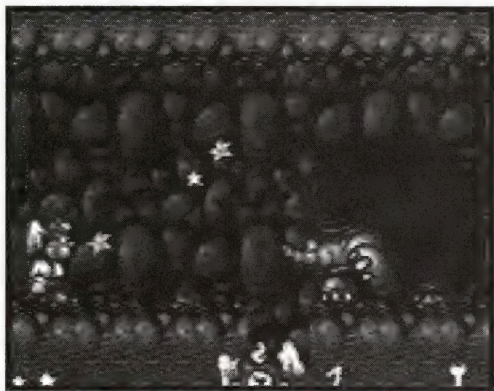
Look on the ground just after the first Restart Flag to find a 1-Up.

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floating in the air and throwing cream pies down at you. Shoot full-power Stars into the side of the screen and they'll bounce into the air and hit the balloons. Each rat has five balloons to pop.

Underground (1 Zone)

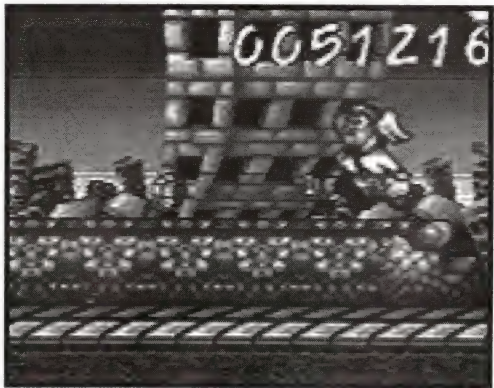
- ★ There are two routes through the Underground: the high route and low route. They each have about the same number of Diamonds and Wings, so it really doesn't matter which you choose. Keep going to the right and you'll reach a **huge mole**. Spin Dig the small gray patch in the middle of the room, then stand on the far left side of the room and let loose with full-power Stars. You should defeat the mole before it makes it across the screen.



Spin Dig the hole in the middle of the room before you start shooting the mole.

Dogsville (2 Zones)

- ★ **ZONE 1:** Count the number of red cars you pass from the beginning of the Zone. After you pass the third red car, walk right and up the hill, then jump onto the green platform and jump up and left to find a **1-Up** and a **long** row of Diamonds.
- ★ Walk behind the wooden fences and trashcans to find **hidden Bones**.
- ★ You'll see the **Smiley** on a high green ledge. Move underneath the green Diamond to the right of the ledge and jump straight up onto an invisible platform. Jump up



Count how many red cars you walk past. There's a 1-Up after the third car.

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and left onto the ledge.

- ★ **The boss** is an ugly mama who swings a mean rolling pin. Stand on the left side of the screen and throw Stars into her head. When she gets close, run to the right side of the screen before she swings and start shooting her again. Keep running away from her and shooting until you win.



When the big bad mama gets too close run to the other side of the screen.

- ★ **ZONE 2:** There's a big stack of blocks on the red ledge above the Restart Flag. Don't shoot the blocks until you jump onto the ledge above them and take the Wings.

- ★ **The boss** is the husband of the boss from Zone 1. (At least we *think* he is.) Attack him the same way you attacked her, by throwing Stars at his head and running to the other side of the screen when he gets too close.



This guy's even uglier than his wife! Use the same technique on him that you used on her.

Scrapyard (2 Zones)

- ★ **ZONE 1:** After you run up the hill with the bouncing tires, jump onto the mattress and bounce down and right onto the blocks between the spikes. Shoot the blocks to drop to the ground, then turn left and shoot the wall to reveal **two 1-Ups**.
- ★ Once you hit the first Restart Flag, go right until you reach a wall of three blocks. Bounce off the chair and jump up and left to land on an invisible platform next to the blue Diamond. Jump left along the ledges to find a block. Shoot the block and take the **Smiley**.
- ★ After you take the Smiley, go right and shoot through the wall of three blocks, then walk right to a mattress. Bounce off the mattress and land

Wonder Dog (CD)

on the dirt between the spikes. **Spin Dig** to enter the “circus tent” **bonus area**.

- ★ **ZONE 2:** There's a **1-Up** in this Zone that's a bit hard to find. Play through the level until you reach the first Restart Flag. Touch the Flag, then jump up and grab the Invulnerability. Spin right and up the hill to the chair. Bounce off the chair and onto the platform, then jump up and left onto the next platform. Jump left and take the Diamonds (you'll enter a small hidden area when you take the Diamond on the left), then jump left onto the flashing platform and run all the way to the left side of the platform. Jump left onto the ledge and take the red Diamond, then walk left to the end of the ledge and you'll enter a **hidden area with a 1-Up**.

- ★ Near the end of the Zone, there are **four dirt areas** close to each other. Walk to the last dirt area on the right and take the Bones, then burrow through the dirt and take the Diamond.



Walk right to dodge the bouncing bullets of the boss, then move left and keep shooting.

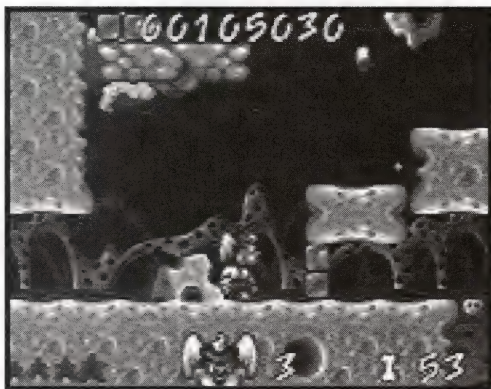
- ★ **The boss** is a shotgun-totin' redneck with an attitude. Stay on the left side of the screen and shoot Stars into his head. Walk to the right to dodge the bouncing bullets, then move back to the left and keep shooting.

Looney Moon (3 Zones)

- ★ **ZONE 1:** The Looney Moon has weak gravity, so you can jump higher and farther than in the other levels.
- ★ A floating platform will carry you to the first Restart Flag. Instead of jumping across to the Flag, jump straight up onto an **invisible platform**. Jump up and left to take the Bones, then jump left across the ledges. When you reach the last ledge, jump up and left onto another invisible ledge that takes you to a **hidden area**.
- ★ **ZONE 2:** From the beginning of the Zone, walk right to find a red Diamond on top of a ledge above you. Jump up and right to try and reach the Diamond and you'll zap into a **hidden area**. Shoot the single block near the bottom of the hidden area to reveal a **1-Up**.
- ★ After you leave the hidden area, go right and jump across the ledges

Wonder Dog (CD)

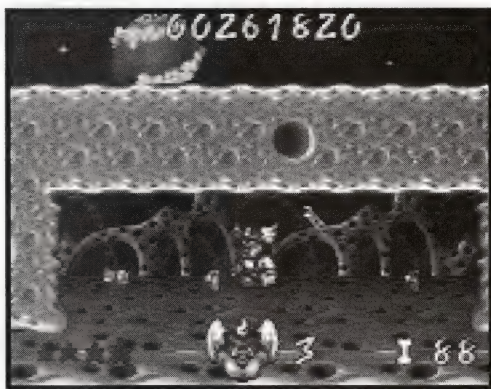
to reach a blue Diamond hovering in the air. Stand below the Diamond and jump straight up to land on an invisible ledge. Jump straight up again, then jump up and left onto the visible ledge. Walk left to the end of ledge, shoot the blocks, and take the Smiley.



Shoot through the "wall" of blocks and slide into the tunnel to enter the Moon Mines.

- ★ From here, play through the Zone until you reach a dark patch in the ground. Spin Dig through the patch and walk right to the "wall" of two blocks. This is the entrance to the Moon Mines. Shoot the blocks and slide through the tunnel, then walk onto the yellow ledge to drop into the Mines.

- ★ **ZONE 3:** There's a **very well-hidden 1-Up** in this Zone. Look for an area with a bunch of Bones in the shape of a triangle. Take the Bones, then walk right and drop down to the ground. Get a running start to the right and slide through the long tunnel. When you reach the right side of the tunnel, walk right and jump up the yellow ledges, then walk back to the left. You'll find four blocks on the ground, with three Diamonds and a **1-Up** above them.



Go through a narrow tunnel in Zone 3, then go back to the left to find a 1-Up.

- ★ **The boss** is a giant clock who sprays gears into the air and rolls gears at you. Stay on the far left side of the screen and jump over the gears that the clock rolls at you.

Moon Mines (1 Zone)

- ★ There's a **1-Up** in the Mines, plenty of Diamonds, and no boss. Play though and grab everything in sight. When you finish the Mines, you'll return to Zone 3 of the Loony Moon.

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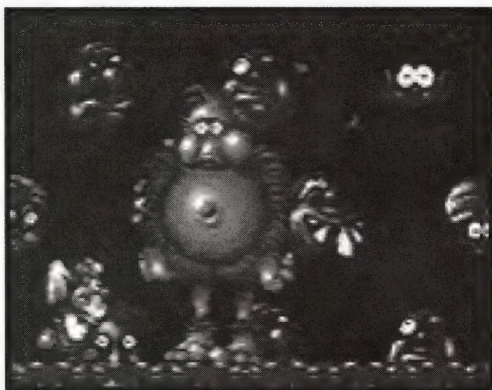
Planet Weird (3 Zones)

★ **ZONE 1:** This is the first really challenging Zone of the game. Practice shooting your Stars straight ahead of you, because you'll be attacked a lot when you're on floating platforms.

★ **The hairy boss** spews deadly confetti out of his head as he walks back and forth. Avoid the confetti and keep shooting him in the head until his head falls off!

★ **ZONE 2:** Look for two blocks next to Wings and a Bone. There's a ledge above the two blocks with *three* blocks and a Bone. Break the blocks and take the items, then jump up and right to land on a **hidden platform**. Jump up and left to the visible ledge and shoot open the blocks to find a **Smiley**.

★ **ZONE 3:** The boss is an alien floating inside a blue container. Shoot the container and avoid the container's arm. When the container hits the ground, the alien attacks by jumping around the screen. Keep shooting him until he deflates.



Planet Weird's first boss is, well, weird. Avoid the colorful (but deadly) confetti.



Shoot the boss's container and the boss will start jumping around in a rage.

Planet Foggia (1 Zone)

★ This Zone is basically a series of boss battles. **The first boss** is a long-nosed, gas-spewing alien. Stay on the far left side of the screen and shoot the alien. When a rock drops onto the alien, jump over the gas, then move back to the left and continue shooting.

★ **The second alien boss** rotates in the middle of the screen and spews poison gas in three directions. Watch where the boss' nose is pointing.

Wonder Dog (CD)

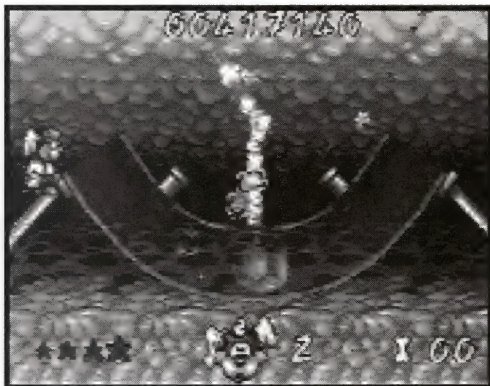
If it's pointing left, the alien is going to spew gas to the right. If it's pointing right, the alien is going to spew gas to the left. When the nose points straight down, the alien shoots his cork into the ground, so don't get hit as you run to the other side of the screen.

★ **The third alien boss**

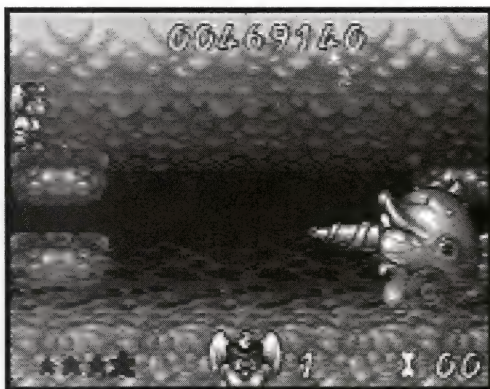
rolls around inside a pipe. First, he spews gas straight up the screen, then rolls to the left or right side of the pipe. Run to whatever side the alien rolls onto before he spews, then wait for him to peek out of the pipe and shoot him.

★ **The fourth alien boss** pushes rocks at you. Stand on the upper-left ledge and wait for the boss to push the highest rock across the screen. After he does, jump right onto the ledge and walk about halfway across, then shoot Stars over the rock so they bounce down the screen and hit the alien.

★ **The fifth alien boss** has a drill for a nose. Stand on the upper-left ledge and shoot Stars at the boss. When he starts moving to the left, jump across to the upper-right ledge, then turn around and keep shooting. Beat this boss and you've finished the Zone.



Boss #3: Wait for the boss to peek out of the pipe and blast him a few times.



Boss #5: Shoot from the upper-left and upper-right ledges.

Planet K-9 (4 Zones)

★ **ZONE 1:** There's a group of blocks in this Zone at the bottom of the screen, and it seems like you can't shoot them all without falling off the bottom of the screen. Don't worry, you can; there's an invisible platform below the blocks.

Wonder Dog (CD)

- ★ **You'll probably get stuck** after you reach the first Restart Flag, wondering where to go. Walk to the right and look closely at the metal. You'll see a purple area next to the wall. **Spin Dig through the purple metal** and walk right to the red spring. (There will be more purple metal to Spin Dig through later on in the Zone.) Bounce straight up from the spring to land on an **invisible platform**, then jump left onto the ledge with the Bone. Take the Bone and **shoot the wall** on the left to make it collapse. Jump left and shoot the blocks to uncover the **Smiley**.
- ★ **The boss** is a giant tank that shoots at you three times, then rolls across the screen, turns around, and shoots again. Stand on the other side of the screen from the tank and jump over the tank shells, then jump to the other side of the screen when the tank starts moving.
- ★ **ZONE 2:** After you touch the Restart Flag, go to the right and jump over the arrow sign pointing down. Walk right and take the Invincibility, then jump across the ledges to the right. When you reach the ledge with the hydrant enemy, walk onto the right side of the ledge to enter a hidden area with Wings and a **1-Up**.
- ★ **The boss** is a tall robot with a long arm. Stand on the left side of the screen, about an inch away from the edge. When the arm reaches out, jump to the left, then walk back to the right. This way, the boss won't pin you against the side of the screen. After taking a few hits, the robot's body blows up and his head starts rolling back and forth. Run under the head when it



Tanks, but no tanks. Stand on the opposite side of the screen and fire away.



Jump left to avoid the boss's arm, then move back to the right and shoot Stars.

Wonder Dog (CD)

rises into the air and keep shooting it until it explodes.

★ **ZONE 3: The boss** is the same tank as the one from Zone 1. Blow it up and move on to the final Zone.

★ **ZONE 4:** Walk right and shoot the final few enemies, then run into the chamber of the **final boss**. Jump onto the platform on the far right, then turn left and shoot Stars straight into the dome. The boss will shoot electric beams at all of the platforms, but if you're fast enough, you'll destroy the dome before it shoots a beam at you. If it does, drop to the ground to avoid it, then jump back onto the platform.

★ **Once the dome is destroyed**, the boss pulls out a huge gun and starts shooting. Stay on the far right platform and keep shooting the boss until he's toasted. The ending sequence has some nice graphics, but *no* sound or music until the credits start rolling. Weird!



Stay on the far right and rapidly shoot Stars into the dome...



Then keep shooting as the boss pulls out the biggest gun you've ever seen.

Awesome Secrets!

PASSWORDS: Use these passwords to jump to any level. Dogsville: MYSTIC; Scrapyard: ANKLES; Loony Moon: LEDZEP; Planet Weird: REEVES; Planet Foggia: PIXIES; Planet K-9: WOOPIE.

WORLD OF ILLUSION

BY SEGA OF AMERICA

Introduction

Mickey Mouse has already appeared in two Genesis games (Castle of Illusion and Fantasia), and Donald Duck has appeared in one (Quack-Shot). Now the two most popular animated Disney characters of all time join forces in World of Illusion, which blows away all previous Disney games thanks to fantastic graphics and a two-player simultaneous mode

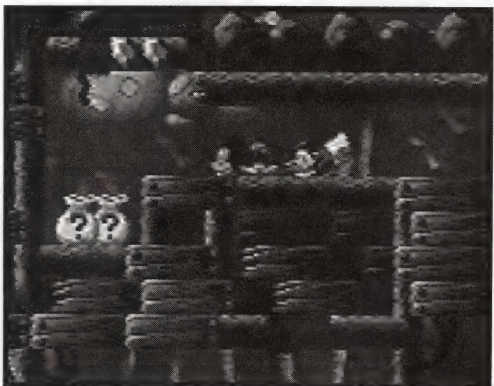
(why don't more games have this?). You control Mickey and Donald as they explore five levels filled with magical enemies and obstacles. The difficulty level of the game is set a bit too easy, but it's so much fun just to explore each level that you won't care.



World of Illusion's two-player mode makes the game twice as much fun to play.

Awesome Strategies

- ★ The **two-player mode** is all about cooperation. You won't even make it past the first part of the first level without working in tandem with the other player. Stay close together on the screen so that you don't hit each other with magic.
- ★ There aren't any real **hidden areas** in World of Illusion, but there are out-of-the-way locations in some levels. Before you take the obvious path through a level, see if you can't go off on another path first.
- ★ In an attempt to make our job as hard as possible, Sega designed World of Illusion with *three* slightly different sets of levels—



Explore each level thoroughly to find semi-hidden item bags.

World of Illusion

one set for Mickey Mouse, another set for Donald Duck, and a third set for the two-player mode. We'll take you through the two-player mode, but you'll have to figure out the one-player levels on your own.

Level 1

- ★ **LEVEL 1-1:** When you reach the **log see-saw**, have one player jump up to the next see-saw, then lower his rope to the other player. Keep jumping and using the rope to climb to the top. The rest of this level is very simple: just keep going right and using magic on the bad guys.
- ★ **LEVEL 1-2:** There's a **narrow tunnel** near the beginning of the mine where Donald's large rear end prevents him from going any further. Have Mickey use magic on the bad guy to the right, then pull Donald through the gap. If you don't get rid of the bad guy, Donald will fly into him and take damage.
- ★ Later on, you'll find a **mine cart**. Each player should jump onto one side of the cart, then alternate pressing Down to make the cart move. Jumping and landing on the cart will *not* work. You have to push Down. Keep moving the cart until you reach the end of the level.
- ★ **LEVEL 1-3:** Look closely at the **webs**. Some of them have small holes that turn into much bigger holes when you walk over them. Don't fall off the bottom of the screen! Near the end of the level, you have to walk along a spider's web as it spins its way to the right. Stay close to the spider and



Use your ropes to climb up the ledges at the beginning of Level 1-1.

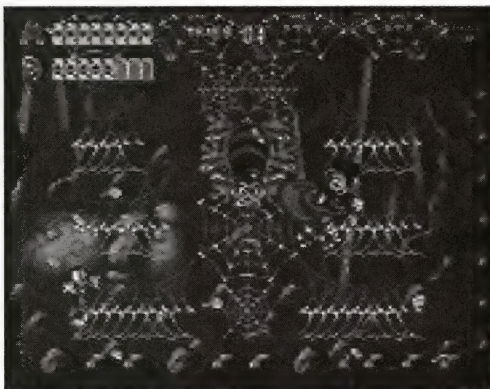


The webs with holes in Level 1-3 are the webs that collapse when you touch them.

World of Illusion

jump for the item bags.

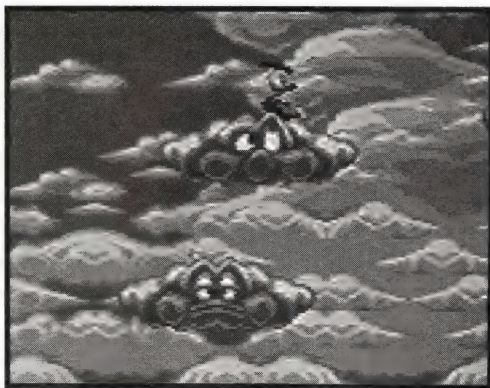
- ★ **LEVEL 1-4:** Each player should stand on one of the middle ledges on the left or right side and shoot magic at the spider boss. When the spider climbs behind the webs, you can't hit it, but it can't hit you either. Hit the spider boss six times with magic to defeat it and earn the flying carpet spell.



The first boss is a giant spider. (Don't all the other Disney games have spider bosses, too?)

Level 2

- ★ **LEVEL 2-1:** You'll put the **flying carpet spell** to quick use in this level. Fly slowly to the right and soar up or down to avoid the tornadoes and the flying birds. There's a *long* group of cards near the beginning of the level. After that, stay near the top of the screen to find item bags.
- ★ **LEVEL 2-2:** There's more **rope** action in this level, especially at the beginning. When a cliff is too high for one player to jump onto, have him jump onto the other player's head, *then* jump to the cliff and lower his rope to pull the other player up. Near the end of the level, there are two skinny ledges with item bags on them. Both players have to jump onto the skinny ledge to make it move. The second skinny ledge is the end of the level.
- ★ **LEVEL 2-3:** The **clouds** with faces on them and the clouds that don't sparkle are safe to jump on. The clouds that *do* sparkle will collapse after a short delay. Keep jumping along safe clouds until you reach two face clouds. Jump on the lower face and jump right onto a collapsing cloud, then jump back to the

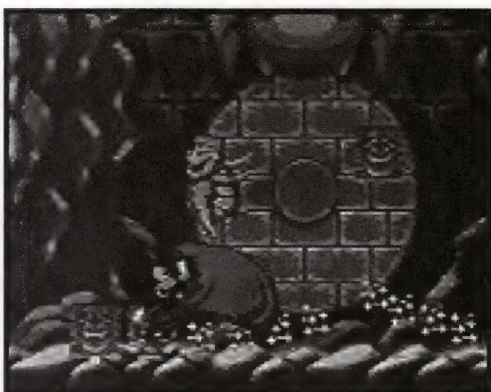


*Happy clouds are safe clouds.
Sparkling clouds are not safe.*

World of Illusion

left. Now you can jump onto the higher face cloud and make it through the rest of the level. Items come out of the two pianos near the end of the level, but not all of them are good; watch out for the bombs.

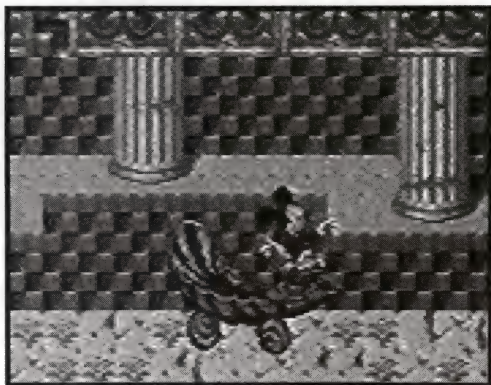
- ★ **LEVEL 2-4:** The wheel in the center of the room spins and releases one dragon at a time, which drops to the center of the screen. Each player should stand on one side of the screen and hit the dragon with magic as soon as it lands. If the dragon isn't turned into stone right away, he'll spit a fireball that you have to jump over. Turn all six dragons into stone to earn the magic bubble spell.



Call the second boss a wheel of misfortune. Stay on the sides of the screen and use magic.

Level 3

- ★ **LEVEL 3-1:** Swim up and right at the beginning of the level to find a **small tunnel** with two item bags inside. Grab them and float down to the bottom of the level, then swim right. When you reach the wall, swim up to the passage leading left. Swim left and down to the item bag, then swim through the wall to take it.
- ★ About halfway through the level are two **"bubble walls"** that you can't pass through. Swim into a wall until you see the shell on the other side, then swim back to the left. The shell will follow you and block the bubble wall so you can swim to the right.
- ★ **LEVEL 3-2:** There are two item bags in this level that you'll have to cooperate to reach. After you get them, just keep going to the right until you find a shell on wheels. Jump

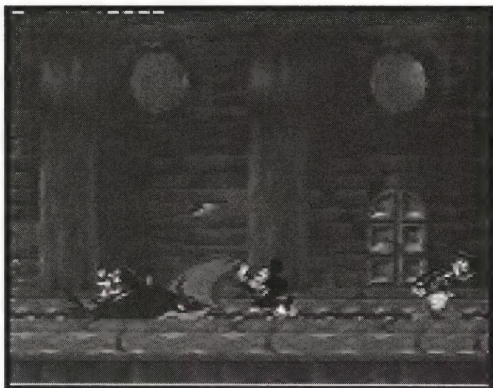


Jump onto the shell on wheels and get ready for a wild ride.

World of Illusion

onto the shell and you'll roll to the right, smashing several pillars along the way. When the shell crashes and you're thrown onto the ledge, run to the right before the roof smashes you.

- ★ **LEVEL 3-3:** Look closely at the floor at the beginning of the level. The **cracks in the wood** turn into holes when you walk onto them. After you pass the holes and climb some stairs, you have to run past spears in the roof. The best strategy is for one player to make the spears drop, and for the other player to follow behind. After you pass the spears, drop off the ledge and go left to find an item bag, then go right to a **huge set of stairs**. At the top of the stairs, go right and run down the hall as it fills up with water. It's just a short journey from the end of the hall to the exit.



The shark: mysterious predator of the deep and a wimpy end-of-level boss.

- ★ **LEVEL 3-4:** The **shark boss** swims back and forth at the bottom of the screen with only his fin showing above the wood. When he attacks, he swims straight at you or jumps into the screen from either side. Both players should stand near the middle of the screen and use magic on the shark when it attacks. Defeat the shark to earn the box transport spell.

Level 4

- ★ **LEVEL 4-1:** After you jump out of the fishtank, walk right and drop to the next ledge. Jump onto the **paint tube** to make it squirt out (which is useless, but a neat graphic effect). Go left and take the item bags, then walk right to the books. Jump to the top of the books, then jump up and right to the bottle. Walk right and

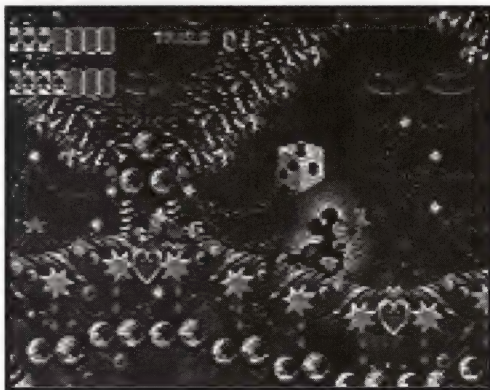


Pounce onto the paint tube to make a mess... and that's about it.

World of Illusion

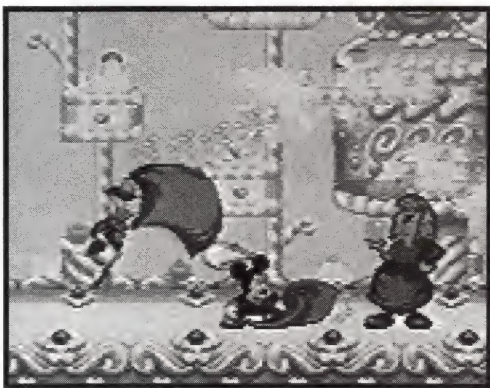
take the **1-Up hat**, then walk left and jump onto the bottle to make a “ledge” of spray. Walk left to the red book and jump over the book into the open jar. You’ll enter a bonus area with plenty of cards. Run to the right and grab as many as you can. When you finish the area, jump up and right to the open box and jump inside.

- ★ **LEVEL 4-2:** This **Christmas-theme level** has a lot of cards and items along the bottom of the level, but it’s safer to walk right along the ledges at the top of the level. When you’re done exploring the lower path, jump up to the higher path and see what else you can find. Look for dice at the top of the screen. When you see one, walk close to it (bit not underneath) and make it drop in front of you. The exit is to the far right. When the exit balloons pop, you’ll appear back in Level 4-1. Jump right over the box and take the card, then go left to the door. Use your magic to teleport to the next door up. Walk right across the ruler to the next door and use magic to teleport again. Go down and right from here and jump into the cookie box to finish the level.



Get close to the dice in Level 4-2 to make them fall from the top of the screen.

- ★ **LEVEL 4-3:** It’s easy to make your way through this **candy-land level**, but you might get stuck near the end. **Jump into the red Jell-O** and let yourself sink through it and drop to the next ledge. Sink through all of the Jell-Os to find the **witch boss**. Keep jumping and using magic on the old crone as he flies around the screen. She will land and shoot magic bolts at you, but you can easily jump over the bolts. Defeat the witch



Sink through the Jell-O molds to find the easily defeated witch boss.

World of Illusion

and you get the card command spell, then you appear back in Level 4-1. Jump into the cookie box for a **1-Up**, then walk left and go through the door.

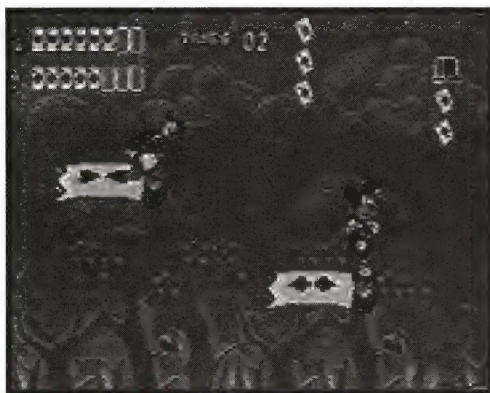
Level 5

- ★ **LEVEL 5-1:** There's a **1-Up loop** in this level. When you reach the **six dice** and the "PRESS ME" sign, jump onto the 6 on the far left. You'll teleport several screens back into the level, just before the 1-Up hat in the air above the floating cards. Go right and collect the 1-Up, then go right to the dice and jump onto the 6 again. Repeat until you've **built up as many tries**

as you want. When you're ready to move on, jump onto the 5 to enter a bonus area, then jump onto the 1 to open the door to Level 5-2.

- ★ **LEVEL 5-2:** Walk in front of the third door from the left and press Up to go inside. You'll appear back in Level 4-2! Finish the level to return to the doors. Go through the second door from the left, then the fifth door, sixth door, and finally, the fourth door, which takes you to the next level.

- ★ **LEVEL 5-3:** A **flying wizard** creates holes in the floor at the start of the level. Zap him a few times and keep going to the right until you find stairs going up and left. Climb up the stairs and jump onto the white button to light up the curtains, then jump up and right onto the ledge. Walk right and through the wall to find an item bag, then return to the left. Play through the



Keep jumping onto the "6" to loop through Level 5-1 and build up your lives.



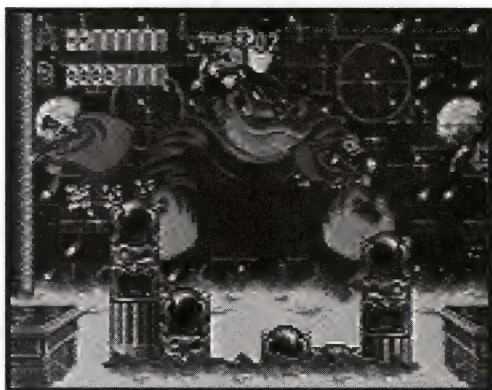
It's magic versus magic at the beginning of Level 5-3. Jump and shoot the wizard.

World of Illusion

rest of the level and jump into the chest at the end to reach the exit to Level 5-4.

★ **LEVEL 5-4:** Almost there! Just keep going to the right and taking the item bags until you enter the chamber of the final boss.

★ **LEVEL 5-5:** Jump onto the moving poles and keep using your magic to hit the **final boss** in the head. You can also jump off the poles to hit the boss's head. When the white ghosts appear on the screen, you can hide in the lower-left and lower-right corners and the ghosts won't be able to hit you. Hit the boss in the head eight or nine times and you win! Kick back and watch the above-average ending sequence, with Mickey and Donald performing a magic trick.



Blast the boss in the head, then avoid the ghosts by standing on the sides of the screen.

Awesome Secrets!

- ★ **PASSWORDS:** Use these card codes to jump into any of the three different sets of levels.
- ★ **MICKEY MOUSE PASSWORDS**—Level 2: Goofy/Clubs, Daisy/Hearts, Goofy/Hearts, Scrooge/Diamonds; Level 3: Goofy/Hearts, Pluto/Spades, Scrooge/Diamonds, Minnie/Spades; Level 4: Daisy/Hearts, Scrooge/Diamonds, Pluto/Spades, Goofy/Clubs; Level 5: Scrooge/Diamonds, Goofy/Clubs, Goofy/Hearts, Pluto/Spades.
- ★ **DONALD DUCK PASSWORDS**—Level 2: Pluto/Spades, Scrooge/Diamonds, Goofy/Clubs, Minnie/Spades; Level 3: Goofy/Clubs, Goofy/Hearts, Daisy/Hearts, Pluto/Spades; Level 4: Daisy/Hearts, Scrooge/Diamonds, Goofy/Hearts, Pluto/Spades; Level 5: Pluto/Spades, Goofy/Hearts, Goofy/Clubs, Scrooge/Diamonds.
- ★ **TWO-PLAYER PASSWORDS**—Level 2: Pluto/Spades, Goofy/Hearts, Minnie/Spades, Goofy/Clubs; Level 3: Scrooge/Diamonds, Minnie/Spades, Goofy/Hearts, Daisy/Hearts; Level 4: Minnie/Spades, Daisy/Hearts, Goofy/Clubs, Pluto/Spades; Level 5: Goofy/Clubs, Scrooge/Diamonds, Pluto/Spades, Goofy/Hearts.

AWESOME SECRETS!

A Collection Of The Best Tricks And Passwords

Alisia Dragoon

TONS OF TRICKS: Turn on the Genesis. When the word “SEGA” disappears from the screen, press and hold A. When the words “Produced by Game Arts” disappear from the screen, release A and press and hold B. When the words “Associated with GAIMAX” disappear from the screen, release B and press and hold C. When the words “Music Composed by Menaco Associates” disappear from the screen, release C and press and hold Start. You’ll hear a bubbling musical tone. During the game, you can execute all of the following tricks.

- Press A on Controller 2 — Pause the game. Tap the button for a frame-by-frame slow-motion effect.
- Press B on Controller 2 — Unpause the game and deactivate slow-motion.
- Press A on Controller 2, then hold Up on Controller 1 and press B on Controller 2 — Refill the Hit Point meter.
- Press A on Controller 2, then hold Left on Controller 1 and press B on Controller 2 — Increase Alisia’s Thunder Magic by one level.
- Press A on Controller 2, then hold Right on Controller 1 and press B on Controller 2 — Increase magic level and Hit Points of the current monster friend.
- Press A on Controller 2, then hold B on Controller 1 and press B on Controller 2 — Increase Thunder Magic power.
- Press C on Controller 2 — Skip ahead one stage.
- Press C on Controller 2, then hold C on Controller 2 — Warp to Stage 1.
- Press C on Controller 2, then hold B on Controller 2 — Warp to Stage 2.
- Press C on Controller 2, then hold B and C on Controller 2 — Warp to Stage 3.
- Press C on Controller 2, then hold A on Controller 2 — Warp to Stage 4.
- Press C on Controller 2, then hold A and C on Controller 2 — Warp to Stage 5.
- Press C on Controller 2, then hold A and B on Controller 2 — Warp to Stage 6.
- Press C on Controller 2, then hold A, B, and C on Controller 2 — Warp to Stage 7.
- Press C on Controller 2, then hold Start on Controller 2 — Warp to Stage 8.

Awesome Secrets

Aquatic Games

100M SPLASH: Jump over the pelican in the boat without tipping it over, and the pelican will carry you a short distance toward the finish line.

KIPPER WATCHING: Hold down C and ram into the beach balls to knock them *way* off the screen.

THE BOUNCY CASTLE: Do a Backward Somersault and Twist to make a box appear between the two sponges. Jump off the box and press A as you spin through the shells to collect massive points. You can also go through the ceiling and collect the bonus items by doing a Twist just before you hit.

SHELL SHOOTING: Go to the far right side of the screen and wait for a green limpet. Jump off the limpet and bounce through the hole in the ceiling, then steer left to land in a secret area. Collect as many bonuses as you can!

Bio-Hazard Battle

STAGE SELECT: When the SEGA logo appears, press and hold C, then press Up, Up and Right, Right, Down and Right, Down, Down and Left, Left, Up and Left, Up. (In other words, press Up, then circle the pad clockwise back to Up.) Press START and the stage select screen appears.

Bulls vs. Lakers

PLAY AS ANY TEAM IN THE FINALS: Use the tables below to choose the team you want to play as, and the team you want to play against, then enter the following password: (Opposing Team)(Your Team)0GPBBB. For example, to pit the Lakers against the Celtics, enter XN0GPBBB. You must play an Eastern team against a Western team.

OPPOSING TEAM TABLE (EASTERN TEAMS): R=Atlanta Hawks, D=Boston Celtics, C=Chicago Bulls, F=Detroit Pistons, 9=Indiana Pacers, B=Milwaukee Bucks, P=Philadelphia 76ers.

OPPOSING TEAM TABLE (WESTERN TEAMS): V=Golden State Warriors, I=Houston Rockets, X=Los Angeles Lakers, 3=Phoenix Suns, W=Portland Trail Blazers, Y=San Antonio Spurs, M=Seattle SuperSonics, 9=Utah Jazz.

YOUR TEAM TABLE (EASTERN TEAMS): 4=Atlanta Hawks, N=Boston Celtics, X=Chicago Bulls, S=Detroit Pistons, 0=Indiana Pacers, D=Milwaukee Bucks, J=New York Knicks, 8=Philadelphia 76ers.

YOUR TEAM TABLE (WESTERN TEAMS): 6=Golden State Warriors, 2=Houston Rockets, L=Los Angeles Lakers, Z=Phoenix Suns, B=Portland Trail Blazers, G=San Antonio Spurs, Q=Seattle SuperSonics, V=Utah Jazz.

Awesome Secrets

Castle of Illusion

EXTRA LIFE AFTER EVERY LEVEL: When you finish a level, and the end-of-level screen (where your bonus points are added up) appears, press Start rapidly until you hear a ringing sound. You now have one more life than before.

Chakan The Forever Man

ALL WEAPONS: Select practice mode and start the game. Position yourself onto the small platform above the sky portal and press Start. Select and use the Passage spell. You've now passed twelve levels and have all of the weapons at your disposal.

Chuck Rock (CD)

PASSWORDS: Level 2: GJFKFN; Level 3: PDPKKN; Level 4: JWNTXF; Level 5: TSFNVP.

CyberCop

PASSWORD: Go to level five and enter FXAKBXAMGNAVGS GUIKOT-BKDP for plenty of items and access level 7 on your security card.

SLOW ENERGY RESTORATION: Pause the game and wait for a long period of time. Unpause the game and your energy will be restored.

David Robinson's Supreme Court Basketball

PASSWORDS: Game 1 (L.A. vs. Detroit): UAR123YCA; Game 2 (L.A. vs. New York): UAR123YKA; Game 3 (L.A. vs. Chicago): UAR123YSE; Game 4 (L.A. vs. Detroit): UAR123YIF.

Deadly Moves

PASSWORDS: Warren: XXI E4T2 0ZY; Vagnad: WBY MFDI HOZ; Li Yong: WBY E42Q UZI; Baraki: HB1 Y9JK D4W; Bu-oh: HB8 MFO6 NNN; Gaoulon: HY6 Z9J3 W47; Nick: QY1 G9J9 J97.

Desert Strike

5 OR 10 LIVES: Enter TQQQLOM for five lives at the beginning of the game. Enter BQQQAEZ for ten lives.

SHOOT MISSILES ON THE TITLE SCREEN: When the words "Desert Strike" appear on the title screen, press A to fire Hellfire missiles from the Apache helicopter.

Awesome Secrets

Devilish

99 BALLS: At the title screen, press and hold A, B, C and Left. (EGM sez A and C and Left) Press Start to begin playing with 99 balls.

Dragon's Fury

CHANGE THE MUSIC: Enter OMAKEBGM01 as your password to change the background music. There are five tunes available: just change the last digit of the password to any number from 0 to 4.

8 BALLS: Enter DEVILCRASH as your password to start the game with eight balls instead of the normal three.

Evander Holyfield's "Real Deal" Boxing

THE BEAST: At the title screen, select Career Mode and then select Create a New Fighter. Use the name THE BEAST for your fighter and press Start. A lime-green boxer appears instead of the normal one. Examine his stats to see that he has maximum everything!

WIN FIGHTS WITHOUT FIGHTING: Use "The Beast" trick and start or continue a career. Start a fight and wait for The Beast to raise his hand and for the crowd to cheer. When the camera starts panning around the ring and isn't pointing at either fighter, press Start and quit. You'll appear at the training screen and be given the win. Your energy is decreased after using this trick, so train up before your next fight.

F-22 Interceptor

CRASH THE PLANE AND THE GAME: At the Options screen, select invincibility and turn the ground avoidance option off. Start a mission and crash your plane. Press Up and Start to switch to an external view of the plane, which is now a hole in the ground. The game crashes at this point and you have to reset.

Fighting Masters

CHARACTER VS. SAME CHARACTER: Select a two-player game and move the cursor to the warrior that you want to use. Press Down and B on Controller 1 at the same time. If your timing was exact, the name of the warrior will be darkened, but player 2 can also choose the same character.

Greendog

MAX OUT YOUR CONTINUES: In the cavern stage of Level 1, jump over the spikes and onto the floating stone. Jump onto the next stone, kill the

Awesome Secrets

frogs, and continue jumping left to a dragon. Throw your Frisbee into the dragon's mouth to open up a secret room. Jump over the gaps and hit the spring to bounce up to several treasure chests. Blast the chests and take the continue, then "kill" yourself and repeat the trick until you have as many continues as you want.

Hard Drivin'

HIT THE COW: Crash into the cow to hear—well, we'll let you find out.

Indiana Jones and the Last Crusade

LEVEL SELECT: When the Lucasfilm logo appears, press A, B, C, B, C, A, C, A, B. The screen will turn blue and the word "SHHHHHHHH" will appear. Now you can select your starting level and starting point within the level.

Kris Kross (CD)

TOTALLY HIDDEN VIDEO: At the "Choose A Caller" screen, press and hold A, then B, then C, then Right. You'll see footage of an audio taping session. Press START while the footage is running to see additional footage of the designers selling the "Make My Video" game concept.

Krusty's Super Fun House

INFINITE LIVES AND ALL DOORS UNLOCKED: Enter the password SMAILLIW (that's WILLIAMS backwards) and start the game. All the doors will be unlocked and you'll have infinite lives.

The Last Battle

LEVEL SELECT: Finish the game (easy for us to say!), then hold down A, B, and C and press Start for a level select.

LHX Attack Chopper

LIBYAN CAMPAIGN PASSWORDS: Mission 1: CQAAAFa; Mission 2: CQAAIEa; Mission 3: CQAAQHa; Mission 4: CQAEYGC; Mission 5: CQAEAVa; Mission 6: CQAEIUa; Mission 7: CQIEQTA; Mission 8: CSIEYSE; Mission 9: CSIEBBC; Mission 10: CSIEJAC; Mission 11: CSIERDC.

VIETNAMESE CAMPAIGN PASSWORDS: Mission 12: CSIEZCC; Mission 13: CSIEBRA; Mission 14: CSIEJQA; Mission 15: CSIERTA; Mission 16: CSIEZSA; Mission 17: CSIEAJG; Mission 18: CSIEIIG; Mission 19: CSIEQLG; Mission 20: CQYEEKC; Mission 21: CQYEAZA.

Awesome Secrets

EUROPEAN CAMPAIGN PASSWORDS: Mission 22: CQYEIYA; Mission 23: CQYEQ6A; Mission 24: CQYFY4A; Mission 25: CQYEBJG; Mission 26: CQYFJIG; Mission 27: CQYERLG; Mission 28: CSYFZKC; Mission 29: CSYEBZA; Mission 30: CSYFJYA; Mission 31: CSYERGA.

Lightening Force/Thunder Force 4

99 LIVES: Wait for the game intro to finish. When the words "Press Start" appear on the title screen, press A and START to enter the configuration mode. Set the STOCK SHIP option to zero. Start the game and you'll have 99 lives in reserve.

Lotus Turbo Challenge

AUTOMATIC QUALIFICATION: Enter MANSELL as your password and start the game. You'll automatically qualify in every race, even if you run out of time.

INFINITE TURBOS: Enter SLUGPACE as your password and start the game. You now have an infinite number of turbos at your disposal.

LEVEL 3 TIP: Hit the logs to launch over the streams and puddles that slow down the car.

LEVEL 7 TIP: Drive under the trucks to collect bonus points for being such an insane driver.

PASSWORDS: Night: SLEEPERS; Fog: HERBERT; Snow: BUSINESS; Desert: APPLEPIE; Interstate: STANDISH; Marsh: MALLOW; Storm: TEA CUP.

Out Run

FLYING OBJECTS: Set the difficulty level to anything but Easy and start the game. Drive to the second checkpoint without touching any cars or crashing into the scenery. You'll see an aircraft from Afterburner, spaceship from Galaxy Force, or a Sega blimp in the air. Reset the game and now you can select a Hyper difficulty level.

SEE THE ENDING: Enter ENDING as your name to see the ending sequence.

RBI Baseball 4

HIDDEN MESSAGE: Go to the password screen and enter RBI BASEBALL4 to see a hidden message and be given a special passcode.

Awesome Secrets

Shadow of the Beast

INVINCIBILITY: Earn a score high enough to make the high-score table. Enter your initials as ZQX and hold down A, B, C and Start. In the next game, you won't die even if you run out of energy.

Smash TV

EXTRA CREDIT ON LEVEL ONE: At the title screen, press Up, Down, Left, Left, Right.

START AT MUTOID MAN (LEVEL ONE BOSS): At the title screen, press Up, Down, Down, Left, Right, Left.

START AT LEVEL TWO: At the title screen, press Up, Right, Down, Left, Up, Down, Left, Right, Up.

Sonic the Hedgehog

SLOW MOTION: At the title screen, press C, C, Up, Down, Down, Down, Left, Right, Start. During the game, press Start to pause and press A to return to the demo, B to activate smooth slow motion, and C to activate frame-by-frame slow motion.

Space Harrier 2

LEVEL SELECT: Press and hold A, B, C and Left or Right during the title sequence.

Speedball 2

PASSWORD: Enter this password for a ton of money in Division One: LaHm CJ78 2k7I(l?) Zy01 26Ss ti+L fvRS MBNx.

Spider-Man

LEVEL SKIP AND OTHER CHEATS: Go to the Options screen and leave Spidey next to the word "Level." Press and hold Start on Controller 2, then press and hold A, B, and C on Controller 1. Now press Controller 1's direction pad Up, then Up and Right. Three exclamation points (!!!) will appear next to the difficulty level. During the game, pause the game and press A to refill your web-shooter, B to refill your life meter, C for five seconds of invincibility, or all three buttons to skip ahead one level.

Steel Empire

99 BOMBS: At the ship selection screen, press C, A, C, A, Start, B on Controller 2. You'll hear a chime. Start the game and you'll have 99 Bombs.

Awesome Secrets

99 SHIPS: Go to the Options screen. Set the difficulty to Hard, ships at 2, and continues at 1. Choose sound 65 and press A. You won't hear any sound. Start the game and you'll have 99 ships in reserve.

Street Smart

EXTRA LIVES: Reset the Genesis at least ten times (!), then choose Options at the title screen. Move to the sound test and press Down, Down, Down, A. Now you can set your number of lives.

Super High Impact

BIG PLAY: Use the Power Bomb play repeatedly against the computer to rack up the points.

Super Monaco GP

HIT THE FLAG MAN: Crash into the man waving the flag at the end of Race 16 (Monaco) and he'll go flying. You'll lose all your points for this senseless (but amusing) act of violence.

HOLD YOUR HEAD: Finish in the top three of Race 16 (Monaco) and hold down A, B, and C as you cross the finish line. You'll hold up your own head instead of a trophy!

PASSWORDS: Race 16 (Monaco): 1QJI 42A3 90S0 0000 000K 0023 4H67 59CA B8DE FG9H 0010 0001 0000 0000 F200 65DA; Race 1 (Madonna Team): 4000 0000 0000 0000 0000 0000 GGD5 3627 B14C FA89 E000 0000 000I 0000 0000 G300 FA0F.

Taz-Mania

STAGE SELECT AND INVINCIBILITY: At the title screen, press A, B, C and Start on Controllers 1 and 2. You'll hear a sound. Start the game. To activate the stage select, pause the game and press C. A code number will appear with the number 1 underneath it. Press left and right to choose a stage from 1 to 18. To activate invincibility, pause the game and press B, then unpauses.

The Terminator

VIEW FIRST TWO STILL'S WITHOUT TEXT: You can check out the first two intro screens (for Levels 1 and 2) by holding Up on the control pad before the screens appear.

Toejam and Earl

FIXED WORLD: When you play the Fixed World, the ship pieces are on Levels 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.

Awesome Secrets

Universal Soldier

INVINCIBILITY: Enter the password RWRZS and the screen will turn green. Start the game and you're completely invincible.

PASSWORDS: Level 1-2: CHSGM; Level 1-3: MKSNS; Level 2-1: SGGBY; Level 2-2: JLGPH; Level 2-3: JDRSD; Level 3-1: PKSND; Level 3-2: CWBPN; Level 3-3: SFTNP; Level 4-1: CMVDG; Level 4-2: BYTCM.

REVEAL HIDDEN BLOCKS: Enter the password SHBXZ and the screen will turn grey. Start the game and all of the hidden blocks will be visible.

Warrior of Rome II

TUG OF WAR: Start a new game and press START to call up the selection menu. Move the cursor to the Load Data line, then move the cursor to the far right. Hold down START on Controller 2 and press A on Controller 1 to play Tug of War. Press START on Controller 1 to start the match, then rapidly tap C on each controller to tug the rope.

Xenon II

INFINITE LIVES: Earn a score large enough to make the top of the high-score table and enter the initials OLD. Play again and earn a score large enough to make second place on the high-score table. Enter the initials AGE. Wait for the attract mode to start and press Reset on the Genesis. Start a new game and you have infinite lives.

INVINCIBILITY: Earn a score large enough to make the top of the high-score table and enter the initials ARM. Play again and earn a score large enough to make second place on the high-score table. Enter the initials OUR. (You've now spelled out the word ARMOUR.) Wait for the attract mode to start and press Reset on the Genesis. Start a new game and you're invincible.

Zoom!

INFINITE CONTINUES AND OTHER CHEATS: At the player selection screen, press Up, Up, Down, Down, Left, Right, Left, Right, A, B. You can now select a number of new options including infinite continues and a music test.

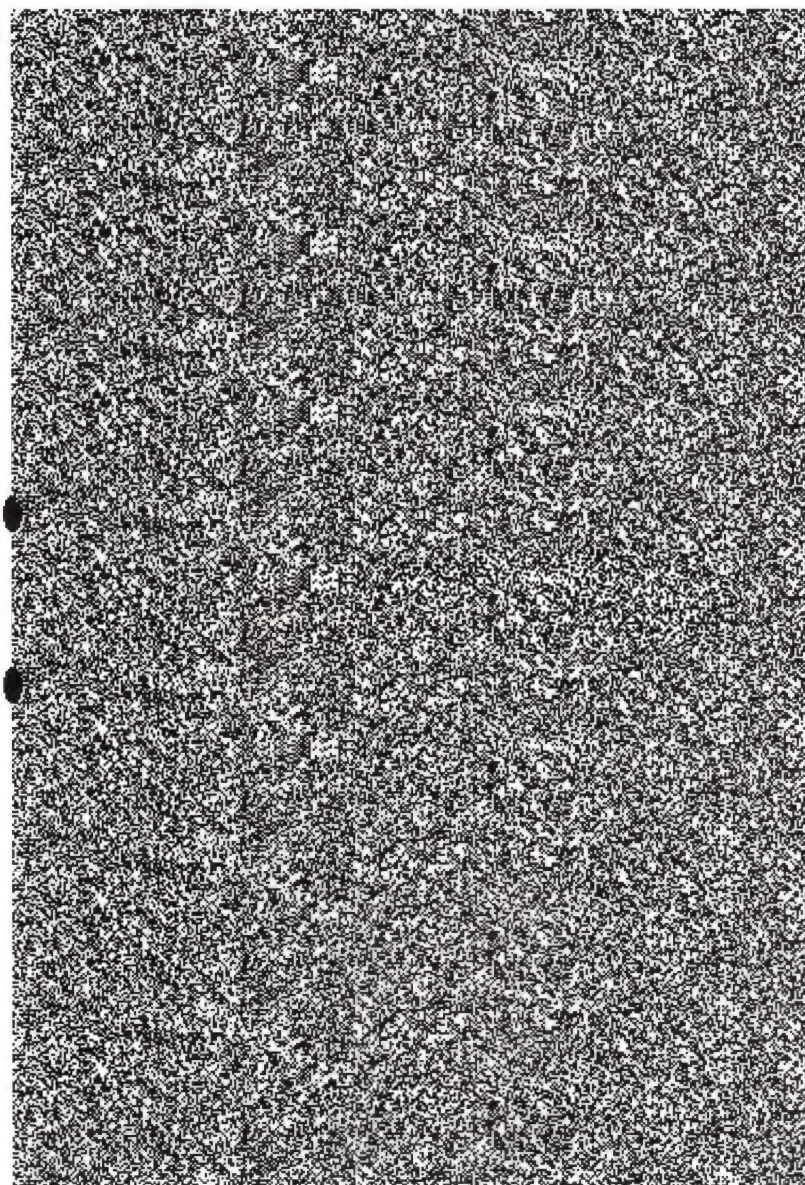
SIRDS VIEWING INSTRUCTIONS

This book is filled with awesome pictures called SIRDS (Single Image Random Dot Stereograms). SIRDS may look like a random jumble of dots, but by refocusing your vision, you'll see three-dimensional images literally jump out of the page. You don't need 3D glasses to view SIRDS. All you have to do is learn how to view them. Some people can see SIRDS right away, but it takes others several days, so keep trying until you get it. We guarantee you'll be blown away.

Technique #1: Hold the book one to two feet away from your face. Relax your eyes and focus about a foot or two beyond the book. Don't cross your eyes! Focus into the distance. Once your focus is right, it will take a few seconds or a few minutes for your brain to pick out the 3D image on the page. If you focus too far into the distance, try moving the book farther away from your face.

Technique #2: Look directly at the two fusion dots at the top of the SIRDS. Relax your eyes and look through the page so that the two dots separate into four dots. Now adjust your focus so that the center two dots overlap and create a dark third dot. You're now focused on the SIRDS.

Technique #3: Hold the book extremely close to your face and look into the distance. Hold your look long enough for your eyes to focus. Now slowly move the book away from your face, holding the book steady. Look at the fusion dots with your peripheral vision. They will fuse and form a third dot when the book is a foot or two from your face. You're now focused on the SIRDS. If you lose your focus, keep practicing until you can hold it.



See the previous page (278) for viewing instructions.

AWESOME PERIPHERALS

Every great video game system has its share of add-on devices, known as peripherals, and the Genesis is no exception. A wide assortment of goodies is available for Sega's 16-bit system, and this chapter features the most popular: the Arcade Power Stick, asciiPad SG, Menacer, Miracle Piano Teaching System, Power Clutch SG, Sega CD, and Turbo Touch 360.

Arcade Power Stick (Sega of America)

This venerable controller (we've been using ours for nearly three years) is still the second-best joystick available for the Genesis, just behind ASCIIWare's Power Clutch SG.

The Power Stick is colored black to match the Genesis, and has an ergonomically designed, very heavy (and sturdy) base. The long joystick has a ball grip at the top, which can even be unscrewed from the rest of the controller. Each button on the controller has a small red LED light above it which goes on when you press the button.

Above each LED is a *Megafire* button which toggles rapid-fire on and off. The *Megafire Speed* slider on the top of the controller allows you to adjust the rapid-fire rate. Unlike the Power Clutch, which allows you to adjust each button's rapid-fire separately, the Megafire Speed applies to all of the buttons. Also unlike the Power Clutch, the Power Stick doesn't have a slow-motion feature.

The Power Stick is very reliable, and has a solid, heavy feel that you won't find with any other Genesis joystick. It does lack a few features that the Power Clutch has, but it's also a bigger stick than the Power Clutch. The Power Clutch is a better controller, but the Arcade Power Stick is an excellent second choice.



The Arcade Power Stick has been around for a long time, and still is one of the best bargains.

asciiPad SG (AsciiWare)

Yes, that is the correct spelling of the name of this controller: asciiPad, with a lowercase "a." Don't let the bizarre spelling give you the wrong

Awesome Peripherals

idea, though. This outstanding controller has sent our original Genesis joypads into the closet.

The asciiPad SG is colored a lovely shade of “Genesis black,” and has rapid-fire switches for all three action buttons. Each switch has three settings: Off, Turbo (20 shots per second when you hold down the button), and Auto (20 shots per second whether you hold down the button or not). The rapid-fire switches come in extremely handy for some games, as you might imagine. We gen-

erally mention when a particular game is well suited to a rapid-fire controller like the asciiPad. There’s also a slow-motion switch, which works beautifully with games that use the START button to pause (which is most of them).

If you’re looking for the great features of the Power Clutch SG joystick (also from Asciiware) combined with the comfort of a joystick, the asciiPad SG is perfect.



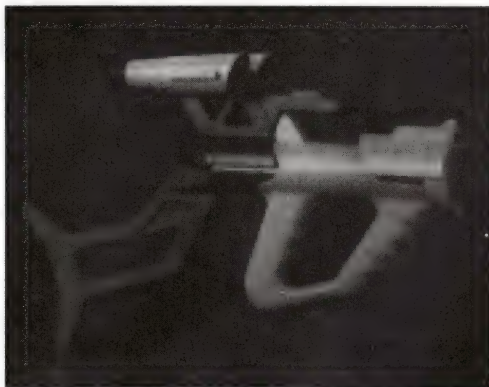
If you’re looking for a Genesis controller replacement, get this instead!

Menacer (Sega of America)

Sega’s advertisement for the Menacer light gun so perfectly describes what it does and what it is that we’ll just crib—er, excerpt two paragraphs from the ad.

“There are four different ways you can play with the Menacer. Hold it in your hand for a sure shot, add the stabilizer to shoot commando style, add binoculars for dual vision, or use all three for full tilt action.”

“How does it work? Aim at the screen, and fire. The infrared receiver reads the laser beam [actually, it’s an infrared beam—Zach & Doug] from your fire and



The Menacer is a nice gimmick, but the games aren’t good enough to justify the cost... yet!

Awesome Peripherals

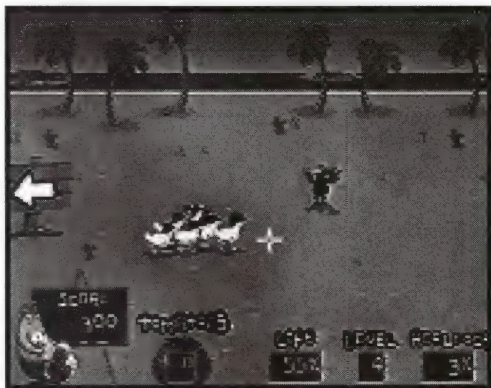
feeds the message into your Genesis machine. You see the damaging effects immediately. And with Accu-Sight, the on-screen crosshairs can be turned on or off, so your accuracy is unbelievable.”

The Menacer uses six AA batteries, but doesn't have an on/off switch. All you have to do is pull the trigger to turn it on. The Menacer automatically shuts off when you don't use it for several minutes. This simple, brilliant feature puts the Menacer ahead of Nintendo's Super Scope, which has killed more batteries than we care to think about.

The Menacer comes with a six-game cartridge, but unfortunately, five of the games are way below average. The concepts of the games are good—especially WhackBall, in which you control a paddle and try to bounce a ball into blocks—but the graphics and sounds are awful. The only decent game in the bunch is Ready, Aim, Tomatoes!, where you blast bad guys with tomatoes to protect those jammin' outer-space dudes, ToeJam and Earl.

Fortunately, Sega also offers a Menacer package with both the 6-in-1 cart and T2: The Arcade Game, Acclaim/Arena's great conversion of the coin-op game and easily the best (and of this writing, the only other) Menacer cart around. (See chapter for pictures.)

Right now, the software support for the Menacer is so dismal that we'd recommend holding off on purchasing it until after Christmas 1993, when at least a few new Menacer games should hit the market.



The ToeJam and Earl game for Menacer (included free) is the most fun to play.

Miracle Piano Teaching System (Mindscape)

The goal of the Miracle Piano Teaching System is to make learning to play the piano an exciting and enjoyable experience, and plenty of work went toward achieving that goal. The tutorial system was written by professional music educators to be fun for students of all ages.

The Miracle package comes with a full-sized, 49-key, velocity-sensitive keyboard and a Genesis cartridge. You plug both The Miracle and the cartridge into the Genesis, turn them both on, and start learning.

The cartridge is equipped with 36 tutorials, each of which has several lessons. You start by learning the basics, such as hand position on the

Awesome Peripherals

keyboard and the names of the notes and keys, As you advance through the tutorials, the lessons become more advanced to match your improving musical skills.

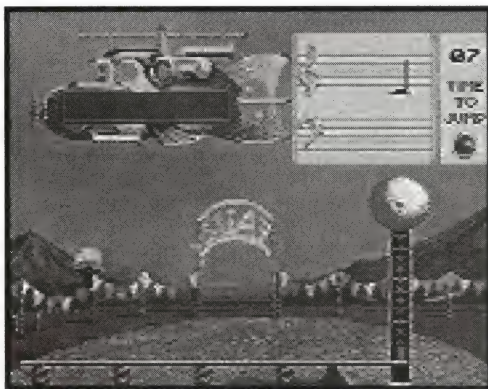
The Miracle tutorials aren't just screen after screen of text and musical notation, either. The serious lessons are mixed with neat games like Robo-Man (which teaches rhythm and timing) and Shooting Gallery (which teaches note reading).

The Miracle keyboard is filled with features. It's equipped with 4" stereo speakers, 128 instruments and sound effects, headphones, a sustain pedal (actually a rubber pressure pad), and MIDI-compatible jacks. MIDI stands for Musical Instrument Digital Interface, which is the worldwide standard for computerized music. MIDI keyboards can "talk" to each other and create sounds you couldn't achieve with a single keyboard.

The Miracle has a premium price, but you're getting a near-professional-quality keyboard and a brilliant tutorial system for the money. If you want to learn the piano, you want a Miracle.



The Miracle Piano keyboard can connect with several computers, the Genesis, Super NES and 8-bit NES.



The programs for the Miracle make learning to play more like playing a game.

Power Clutch SG (AsciiWare)

ASCIIWare is consistent, you have to admit. The asciiPad SG is the best Genesis joypad on the market, and the Power Clutch SG is the best Genesis joystick. It's a shiny black controller, smaller and lighter than Sega's Arcade Power Stick. Like the Arcade Power Stick, each button on

Awesome Peripherals

the controller has a small red LED light above it which goes on when you press the button. At the top of the controller are three dials, one for each action button, that allow you to turn rapid-fire on and off, and adjust the rate of fire. There's also a slow-motion switch. You won't find another stick that combines solid construction with plenty of features like the Power Clutch SG. Check it out.



If you prefer to use a stick over the control pads, the Power Clutch SG is your best bet.

Sega CD (Sega of America)

The Sega CD is technically a peripheral, but this ain't no souped-up joystick. It's a CD-ROM device that takes your Genesis to "The Next Level" of home gaming. The Sega CD sold tremendously well during Christmas 1992, and Sega is expecting even higher sales this coming Christmas. So do we. The extra storage capacity of the Sega CD allows for more levels in games, longer and more detailed animation sequences, CD-quality music, and scaling and rotation effects even better than the Super NES. The only possible problem is the price, but that's expected to drop from \$300 to \$200 by the end of 1993.

Anyone who owns a Genesis should buy the Sega CD. It's just that simple. The software support is a bit weak as of this writing (April 1993), but some of the titles currently available are classics. We've featured the best of the current CD games in this book, and there will be a huge crop of new games by the end of the year. Welcome to The Next Level!

If you'd like to see what the Sega CD games look like, check out the several CD games included in this book: Night Trap CD, Sewer Shark CD, and other titles ending in "CD."



The Sega CD will be a better bargain when the price drops down to around \$200.

Awesome Peripherals

Turbo Touch 360 (Triax)

The Turbo Touch looks like an average Genesis controller—black, with a yellow control pad, yellow buttons, and rapid-fire switches—but take a close look at the control pad. It's not a pad at all. It's a flat surface called a "control sensor" that detects the slightest touch of your thumb or finger. In other words, you don't need to press down on the sensor, just move your thumb in the appropriate direction.

Triax hypes the Turbo Touch as a technological breakthrough and the first controller to prevent "thumb fatigue," a phenomenon we're all too familiar with.

The problem is that after playing with "real" pads for any length of time, getting used to *not* pushing is almost impossible. And the Turbo Touch just doesn't seem as precise as normal controllers. Triax's advertisements claim "easy diagonal control," but we found it quite difficult to move diagonally.

If you suffer from thumb cramping, or are looking for a unique "novelty" controller, you should look into the Turbo Touch. Otherwise, we recommend the asciiPad SG for more precise control and better rapid-fire options.



The Turbo Touch 360 is designed to prevent "thumb fatigue," but we prefer the asciiPad SG.

AWESOME BUYER'S GUIDE

Introduction

The question we get asked the most is: "What are the best games to buy?"

It's a very subjective question, since suggesting a role-playing game to someone that's into sports is bad advice. The following list should give enough detail to help you decide if the games listed are right for you.

The Must Buy List

The games on this list are the major stand-outs. Chances are you will enjoy them even if they aren't exactly what you're looking for. Each includes excellent gameplay, which is always our first priority. (*See Awesome Sega Genesis Secrets 1 for full chapter; **See Awesome Sega Genesis Secrets 2 for full chapter. ***See full chapter in this book.*)

ECCO THE DOLPHIN by Sega of America ***

The best way to describe this game is as a "dolphin simulator." You must help Ecco find his pod. The gameplay is simple enough on the first level, but becomes increasingly difficult (nearing impossibility) as you explore 30 beautiful underwater levels. This is one of those titles that kids may not find interesting at first, but it becomes very addicting (and fun!). Includes a great password system.

FLASHBACK by U.S. Gold ***

Even though Flashback is an unofficial sequel to Out Of This World, it plays a lot like Prince of Persia, especially the incredible animation of the main character. It's also a lot "deeper" than Out Of This World, with six levels and hundreds of puzzles to solve. The excellent sci-fi storyline borrows heavily from several Schwarzenegger movies.

SHINING IN THE DARKNESS by Sega of America *

This is the kind of game that can make anyone into a role-playing game fan. You must find your way through maze-like dungeons in a first-person perspective while fighting monsters. Collect gold to buy better weapons and armor.

SONIC THE HEDGEHOG by Sega of America *

The sequel is better, but the original still holds up very well. Sonic The Hedgehog helped redefine the "platform" game by designing excellent levels with plenty of hidden items. Throw in an excellent star and you have a hit.

SONIC THE HEDGEHOG 2 by Sega of America ***

Better than the first, and better than the rest. The two-player simultaneous modes are strange, but the one-player mode is perfect.

Awesome Buyer's Guide

The new bonus rounds provide even more challenge, as do the 20 levels that lead to the final conflict with Dr. Robotnik.

TOEJAM AND EARL by Sega of America *

These two twisted aliens star in one of the most unique games ever made. They crash into earth and must explore 25 levels to find the pieces to their ship. They open mysterious presents for both good and bad gifts (ie: Extra Lives are good, Bummers are bad). Avoid the pesky earthlings in the form of many different creatures, including a pack of nerds and a crazy doctor. Excellent two-player simultaneous gameplay, with great music and extremely funny real voices.

The Worth Buying List

*The following games aren't totally perfect, but come extremely close. If you can't afford to buy them, or aren't sure you'll like them, try renting them from your local video store first. (*See Awesome Sega Genesis Secrets 1 for full chapter. **See Awesome Sega Genesis Secrets 2 for full chapter. ***See full chapter in this book.)*

BATTLETOADS by Tradewest ***

A mega-hit on the NES. Similar to the *Teenage Mutant Ninja Turtles*, but also different (and more challenging).

BUBSY THE BOBCAT by Accolade

A Sonic-type game with great graphics and difficult gameplay.

CASTLE OF ILLUSION (with Mickey Mouse) by Sega of America *

An oldie but goodie that's better than *World of Illusion* and *Fantasia*.

DESERT STRIKE by Electronic Arts **

In Europe this is hailed as one of the best games ever. It's a copter simulator of sorts, but more fun than tedious.

JOE MONTANA '93 SPORTSTALK FOOTBALL by Sega of America ***

A must for sports fans. The amount of speech is totally amazing.

JOHN MADDEN '93 FOOTBALL by Electronic Arts ***

Another must for sports fans. Slightly better than *Montana*.

KRUSTY'S SUPER FUN HOUSE by Flying Edge **

The clown from *The Simpsons* provides great puzzling challenges.

MICK & MACK'S GLOBAL GLADIATORS by Virgin Games **

Kinda *Sonic*-like. Great graphics and challenging gameplay.

NIGHT TRAP (SEGA CD) by Sega of America ***

More amazing than fun to play, but too funny to miss.

NHLPA HOCKEY '93 by Electronic Arts ***

A must for sports fans.

OUT OF THIS WORLD by Virgin Games ***

Adventure with cool graphics and great gameplay (passwords too!).

Awesome Buyer's Guide

QUACKSHOT (starring Donald Duck) by Sega of America *

Too easy with unlimited continues, but great gameplay and very fun.

ROAD RASH 2 by Electronic Arts ***

This cycle race now includes two-player simultaneous action.

SEWER SHARK (SEGA CD) by Sony Imagesoft ***

One of the smoother playing full-motion video CD games. Rid the sewers of ugly Ratigators (and anything else that moves).

SHINOBI 3 by Sega of America ***

Another great sequel. Ninja theme with great gameplay.

STREETS OF RAGE 2 by Sega of America ***

Great fighting game made better with more characters and levels.

Two-player simultaneous is great. Gameplay is a bit too easy.

T2: THE ARCADE GAME by Flying Edge ***

Very close to the arcade experience. Two-player simultaneous using Menacers (light gun), Control Pads, or both.

TEENAGE MUTANT NINJA TURTLES by Konami ***

Far too easy, but perfect for beginners or young players.

TINY TOON ADVENTURES by Konami ***

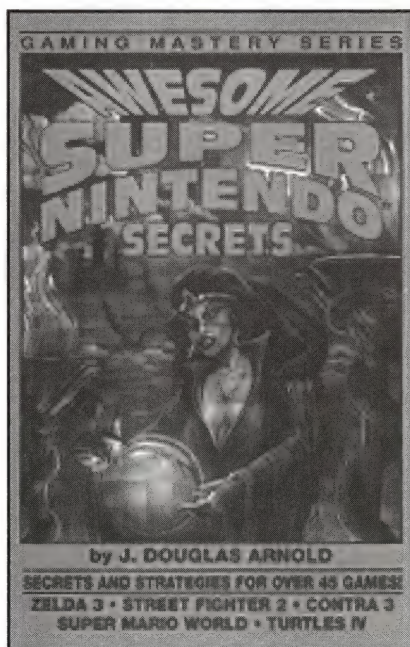
Cute graphics and great gameplay similar to (dare we say) Mario.

WORLD OF ILLUSION (with Mickey Mouse) by Sega of America ***

Not as great as *Castle of Illusion*, but still worthy (and fun with two players). Donald Duck also stars.

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| Lemmings | Turtles 4: Turtles In Time |

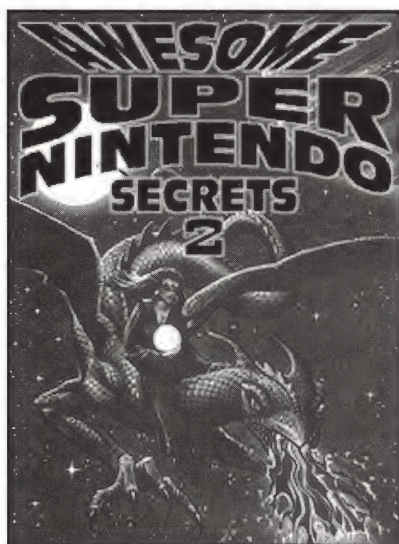
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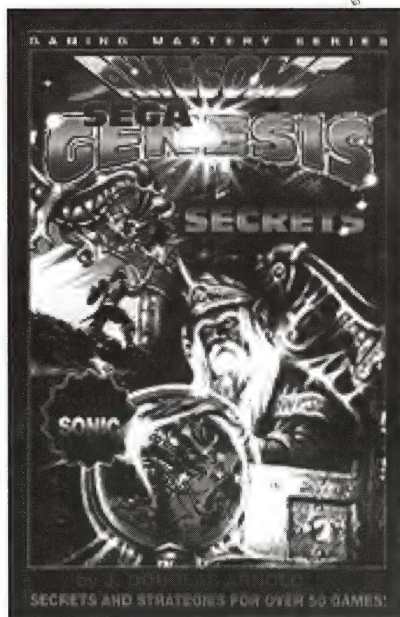
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| El Viento | Thunder Force III |
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| Musha | Vapor Trail |
| Quackshot | Wardner |
| Saint Sword | |

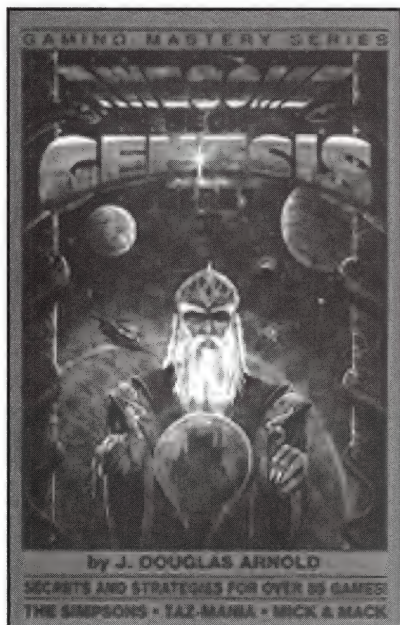
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